

The Games
machine

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The Games machine

REGULARS

BOOT UP!7

Seven pages of the latest gossip, games and gags. Richard Kelly tells it how it is, for, at least, how it will be.

JAPANESE JIVES56

Stand-up comedian Shogun tells down to reveal the latest game releases in Japan. Actually Shogun's far too serious for any monkey business. Pass that banana.

THE GREAT ADVENTURER84

Paul Poppy's roundup of all the latest adventure game releases plus the start of a great new adventure section. Don't miss it!

GAME SPECIALS

CONSOLE KRAZIEEE16

This is going to be the decade of the console. Make sure you're prepared for what's to come; the machines and software you mustn't miss. Richard Morley's style 'Sharecasted'.

PUNCH AND ROBIN58

Back-into-age and Britain's pit through their noses by original expert Robin Candy. The drop-into-age you should consider and those you should avoid.

SPACE ACE GUIDE66

The first complete solution to Don Bluth's epic graphical extravaganza placed together by the master of master story, Mark Cawell.

PAIN IN THE NEC82

An in-depth review of NEC's fantastic successor to the PC Engine, the Super Game. Plus a review of Battle Ace, the first Graft's game to show off the machine's capabilities.

FEATURES

MASTER SOUND55

Sample the delights of Microsoft's budget sound sampling and sequencing system.

CBS-ATIONAL51

Michael Rosenfield reports from the biggest electronic computer fair in the World. And, Genshiki, does he have some surprises for you.

LIVIN' OFF A PIXEL.....76

So you want to make big bucks by brain-drawing your pixelbox? Pete Lybb - graphic artist responsible for the cute images in countless computer games - tells you how to draw to stand out.



COMPACT CREATIONS86

Find out a compact disc pressing plant to discover how CDs are master-tuned and how audio and computer data is placed on them.

INTERACTION

PLAYING TIPS79

Robin Candy digs deep in his drawers (well - full and shallow drawers) of astonishingly good game tips, cheats and maps.

IN YOUR LETTER94

If you've got something to say, this is the place to get it off your chest.



► Robin can make images like this. Find out how on page 76.



All American... All action! The chaos of the Las Vegas Consumer Electronics Show is happening on a five-page special. Marshall M. Rosenthal was there — and survived!

All American... All action! The chaos of the Las Vegas Consumer Electronics Show is happening on a five-page special. Marshall M. Rosenthal was there — and survived!



Find out how you could win the latest smooth-looking, power-packed, hum-dinger of a console in page 72



GAMES INDEX

16-BIT

[illegible]

S&P 500	41
Security Index Corp.	49
Catal	48
Chicago 80	47
Daniel Foyce	46
Pitt Glass	45
Foodstuffs of the Year I	44
Post-Mat Planner	43
Gates of America	42
Messing of Five	41
Insider	40
Law Plaza	39
Calculus	37
Railroad Islands	44
The Littlewood	43

STAIR ST

University of Illinois	67
Clark County	68
Clark County	69
Clark County	70
Clark County	71
Clark County	72
Clark County	73
Clark County	74
Clark County	75
Clark County	76
Clark County	77
Clark County	78
Clark County	79
Clark County	80
Clark County	81
Clark County	82
Clark County	83
Clark County	84
Clark County	85
Clark County	86
Clark County	87
Clark County	88
Clark County	89
Clark County	90
Clark County	91
Clark County	92
Clark County	93
Clark County	94
Clark County	95
Clark County	96
Clark County	97
Clark County	98
Clark County	99
Clark County	100

100

Marjorie	27
Joan	40
Barney Davidson	50
Myrtle	41
Joe Hastings, Jr.	51
Miss Clark	38

A-RIT

INSTEAD OF

Crime HD	48
Crime Masters	10
The Exes	54
CONAN	84
Exotic 1000 City	47
Blue Angels	37
Bombay	48
John Legend's 1000	58
Exotic 1000	37

APPENDIX

100

CONSOLES

Media Review

Robbery	100
Harassment	100
Sexual Harassment	75

INTERVIEW

PROB. 2.1	100
PROB. 2.2	100
PROB. 2.3	100
PROB. 2.4	100
PROB. 2.5	100
PROB. 2.6	100
PROB. 2.7	100
PROB. 2.8	100
PROB. 2.9	100
PROB. 2.10	100
PROB. 2.11	100
PROB. 2.12	100
PROB. 2.13	100
PROB. 2.14	100
PROB. 2.15	100
PROB. 2.16	100
PROB. 2.17	100
PROB. 2.18	100
PROB. 2.19	100
PROB. 2.20	100
PROB. 2.21	100
PROB. 2.22	100
PROB. 2.23	100
PROB. 2.24	100
PROB. 2.25	100
PROB. 2.26	100
PROB. 2.27	100
PROB. 2.28	100
PROB. 2.29	100
PROB. 2.30	100
PROB. 2.31	100
PROB. 2.32	100
PROB. 2.33	100
PROB. 2.34	100
PROB. 2.35	100
PROB. 2.36	100
PROB. 2.37	100
PROB. 2.38	100
PROB. 2.39	100
PROB. 2.40	100
PROB. 2.41	100
PROB. 2.42	100
PROB. 2.43	100
PROB. 2.44	100
PROB. 2.45	100
PROB. 2.46	100
PROB. 2.47	100
PROB. 2.48	100
PROB. 2.49	100
PROB. 2.50	100
PROB. 2.51	100
PROB. 2.52	100
PROB. 2.53	100
PROB. 2.54	100
PROB. 2.55	100
PROB. 2.56	100
PROB. 2.57	100
PROB. 2.58	100
PROB. 2.59	100
PROB. 2.60	100
PROB. 2.61	100
PROB. 2.62	100
PROB. 2.63	100
PROB. 2.64	100
PROB. 2.65	100
PROB. 2.66	100
PROB. 2.67	100
PROB. 2.68	100
PROB. 2.69	100
PROB. 2.70	100
PROB. 2.71	100
PROB. 2.72	100
PROB. 2.73	100
PROB. 2.74	100
PROB. 2.75	100
PROB. 2.76	100
PROB. 2.77	100
PROB. 2.78	100
PROB. 2.79	100
PROB. 2.80	100
PROB. 2.81	100
PROB. 2.82	100
PROB. 2.83	100
PROB. 2.84	100
PROB. 2.85	100
PROB. 2.86	100
PROB. 2.87	100
PROB. 2.88	100
PROB. 2.89	100
PROB. 2.90	100
PROB. 2.91	100
PROB. 2.92	100
PROB. 2.93	100
PROB. 2.94	100
PROB. 2.95	100
PROB. 2.96	100
PROB. 2.97	100
PROB. 2.98	100
PROB. 2.99	100
PROB. 2.100	100

PC ENDO

Little Ajax	71
Midnight Bowling	47
Never Mind	46
Knock Knock	31
Get Rich	50
PC Empire Fall	31
Overload	37
War of the Clouds	34
World News Basketball	34
Malibu	34

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A FAST BUCK
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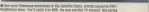
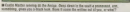


— the Super Graaf It's all inside along with the latest games on all formats, tried and tested by TCM's panel of experts. Get ready to rock.

Comment: Did not release in April by remark and created by Microsoft Software. Could Model take the being even better than Microsoft's first previous Windows game, Diner, Dark Side and Total Drama.

You may have problems just getting into the castle. The threshold is high, and if you can't discover a way to cross it you may be well (and, up and go home).

But what if you're confused? You've arrived with a string and a loop of rooster's hair going to the Knight's post, and he tries to remember the rope ball.



Old Backpack, right your time? Old Park Rangers need your old kit? If you did, Logosport knows Old 100-0-0. Just the game for you. Plus, back to school in 2000! (ask us for details) in the fall, we'll bring you the top 100. Egypt, America's West Coast, Plus: Formos and the Indochina Revolution! Please, every 10 is currently in, just like a teacher of the screen shot — growth with culture! (ask us for the RT and more, sign up)

ESCAPE AGAIN

It's Tengen's *Escape from the Planet of the Robot Monsters*, the happenin' science-fiction knockabout comedy game. Take Jake 'n' Duke through the wonderfully weird Planet X rescuing hostages and freeing Professor Sarah Bellum. And just to prove the Spacey is very much alive and well here are a couple of shots from the isometric smash!



COBRA TRIANGLE

Here's the next game from ace developer team N.A.S.A., once better known as Ultimate Cobra. *Cobra Triangle*, an Nintendo 64 game, has you speeding around in a weapon-filled



speedboat racing down narrow stretches of river. Gusting river boats and colliding powerups. Jump on the power deck and get ready to ride the rippler!



■ Top, up and beatdown! *Space Harrier II* (Sega); an isometric shot

SPACE HARRIER II

Sega's frenetic, futuristic maze game *Space Harrier II* is reaching completion from Goodfellow on all major formats. Our hero chucks himself right in the city to do battle with incoming hordes

of mutants causing much mayhem. Sure to wear out the fire-button on your joystick—especially when you meet the Dark Harrier, a very unpleasant chap if ever there was one.

KONIX KICKS STIXS

In a shocking move, successful joystick manufacturer Konix have relinquished the rights to the range of joysticks, which include the original Speed King and Navigator. Spectravideo have stepped up the plate to sell the sticks in the UK. Spectravideo also has the rights to the Quakejoy range (pictured). Konix's move is thought to be an odd one, selling the UK rights of the product which actually built the firm. Although Konix reckon they have a larger presence outside the UK—very should know, I suppose, it should also give Konix a chance to concentrate on the Multi System console now expected in, wait for it... autumn.





F-16 COMBAT PILOT

Containing most of the thrills of the 14-bit original, the Commodore 64 version of Digital Integration's mouthwatering fighter flying simulation *F-16 Combat Pilot* should be in your shops now. Training as the pilot of a F-16 Fighting Falcon in several missions (including Sonnets, Hammerfists, Dagestria, Tamboraer and Hotholander) you can go on to take part in the full-blown multi-mission strategic campaign, Operation Conquest. Choose easy, battle at 10 o'clock...



■ *F-16 Combat Pilot* has superb and realistic air-to-air and air-to-ground combat. Graphics will follow and weapons the F-16 has been fighting out for (under target) magazine and ammunition counts when a display is available. More the more, the only with the 14-bit original is it has a range of 20 when it comes to...



WINGS OF FURY

Ignition (chugga, chugga, chugga)... take off for Brackenhorn's combat flight game *Wings of Fury* on its way to ST, Amiga and PC owners. Your mission: to defend the huge, but heavily short-staffed, aircraft carrier USS Wasps. Equip your plane, the Helicat, with tons of bombs and destroy anything that challenges you. Join in a dogfight, burn enemy ships and destroy island bases as your contribution to the fall of World War II that's raging over the Pacific Ocean.



■ There are some rules when you go into *Wings of Fury*. First one: don't allow challenges on if you're not prepared for the real. The second rule is, don't let the Helicat get shot, so don't let it be shot. Should you be able to land it in a friendly landing area, well, you'll see it will work into every battle.



NETHERWORLD

Dispell! Where's that? It's only *Netherworld* — a strange place and a positively strange game to boot — finally making its appearance on the PC from Hudson in March. Flip around the maze-like graphics collecting diamonds and taking care of you.

CLOUD KINGDOMS



■ *Cloud Kingdoms* is a top-down action game. It's a bit like the old-timey *Super Mario Bros.* but with a twist: you're a character in a dark, maze-like environment. It's a bit like the old-timey *Super Mario Bros.* but with a twist: you're a character in a dark, maze-like environment.

Googly eyes and rubber bottoms. shog! Yes, these rather strange Japanese-styled characters abound in this bounce around game out in March on ST, Amiga, PC and Commodore 64 from Logotron. In *Cloud Kingdoms* the action is viewed from above looking down onto bizarre kingdoms which float high above the parallel-scrolling clouds. Spying around the 32 kingdoms collecting fuzzy pup and other assorted objects, while avoiding the pitfalls like blackholes and acid pools. Created by Dave Carter, author of Hudson's *Goat* and *Enlightenment*, Logotron reckon this one'll beat *Super Mario Bros.* in the addictively status! *Goat*!

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CYBERBALL

Rah! Rah! Rah! The Superbowl's the one night of the year you can sit around the telly scoffing popcorn, hot dogs, burgers, fries and all things American and not feel at all guilty because you're watching the climax of the USA's favourite sport! Being released almost simultaneously is Demark's cracking Teenage coin-op conversion of Cyberball: American Football 9922 AD. It's not like your normal game, though. This one's played by 26-foot tall megathick robotic Pit two immense cyborg teams against each other, program them with a selection of offensive and defensive strategies and watch the shaggy fly! With a ball made of 358 pounds of solid steel and high explosives this is a game no human can play — except you on all major computer terminals "round about now.



■ Giant Robots, 2000 pounds in weight, 20-foot tall and eight feet wide, each armed w/ 100,000 rounds to blow its opponent in the face (also blow) The system also lets (Demark's Mark and Dem, 200 pounds in weight, 10-foot tall, and not a bad team with the words about it) the computer for another hour of playing with

CONSOLE KERRRAZZZZEE!

The adult world is now definitely going party into the console market. At America's Consumer Electronics Show (CES) in January heaps of information was uncovered. Take for example the Amiga console, which is believed to be a revamped A500 machine with a built-in CD-ROM system to run the games that with an estimated price tag of \$1,000 is expected to hit the high price to play for (it's a console, it's unlikely you're here anything more of this until the next CES in June).

Already a giant in the console world, NEC, producer of the PC Engine and Super 32X, are taking up the debate for its stand-alone machine. Developed by two of the team responsible for Atari's Lynx, the system is lighter than Nintendo's Game Boy and features a three-inch color

LCD screen, with the possibility of a cable to connect it to a standard TV. One of the main benefits will be the machine's ability to run current PC Engine software as the desktop console. The finished product is anticipated to be released at Christmas, priced at roughly £200.

The successful Sega Master System Plus starts game over Christmas, 1993,000 (minus your home's sleep). And now Sega have opened the flood gates allowing software houses to develop games for the Master System themselves. The first software houses expected to go for the Sega are Demolition, US Gold and Tait. Funny enough Sega's UK distributors Virgin Masterframe, are still in negotiation with the Japanese firm. For now titles are expected by 1993 including Gauntlet, Paperboy, The

Realities, Pee Wee Perfect and Indiana Jones. In the interim Virgin Masterframe will begin the official distribution of the 16-bit Sega machine, the Mega Drive. Bad news for current

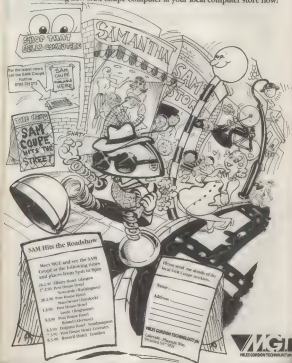
grey-imported Mega Drive owners, none of the VM distributed games will run on their machine as they're being resupplied for the DM. How else?



■ Here's 60's PC Engine and CD-ROM — are Consoles really starting to compete? Not just yet, you need the extra off right game of a full full very close

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EA WINS

Electronic Arts' marvelous art package *Debris Plains II* was the first ever winner of Commodore's Excellence and Vision Award. The accolade is given to the program which best captures the features of the Amiga, and was awarded in the magazine's award ceremony in December. The prize not only awarded a rather nice trophy, but £1,000, half of which was automatically donated to the Royal National Society. Among the generous winners were the artist Sir John, the comedy duo, Nene and P. P. Corcoran, and, with two awards in one, the Best Original Game of 1988 and the editor for programming team Buldog who won a double Programming of the Year.

IMPERIUM

Out in March from Electronic Arts is a really strategy game called *Imperium* (C1, Amiga, PC) which lets you move on the development of human race from 50,000 BC to 2000 AD. Perhaps you would struggle your way to become the last surviving emperor of the game, manipulating economic, diplomatic, political and military factors. Anyone could rule the

world in *Imperium*, EA's sophisticated strategy game. Designed by Matthew Wilson, an old student at reprogramming, and programmed by Nick Wilson — his first 16-bit product — with graphics by Ian Croftley who previously worked on the stunning space games for *The House of Gnomes*.

Imperium — a burst of laughs and no mistakes, comes next issue.



DRAGONS BREATH

Phenomenon The only time you're likely to smell dragon's breath is approximately three seconds before taking your head out of the in Palace bathwater when you'll smell a lot of dragon's breath as you're breathing the dragons.

Dragons Breath is a platform strategy game which you

trade it out with three other players as attempting to gain supremacy. Start your specially tinted dragons out into the world and conquer level. Then place a pot on sight on the side, make successful (see yourself more dragons and reward your reward reputation. You move out of the game and you're taken to approximately 51 and Amiga's computer's memory!

WHO'S THAT GIRL?

Just who was the female staring out of last issue's cover? She is the very charming Miss Manning of 100, a distribution and marketing company which represents Rainbow Arts and Atari's ARC label. Much 'photocopying' and 'playwriting' issued from the company in the production dept where its Manning produced 100, 100; yet, amazingly enough, went bright red and stole it away a request when we offered to introduce them to the, that, wings!



CORRESPONDENT!

Do you live outside the UK? France, Germany or other parts of Europe, or even in America? Then, we need other 100 readers to help you as we invite you to write about computer related happenings in your country. You must be able to read, understand speed English, own a copy and have a lot of information of your computer. If you decide you'll be a correspondent, you'll be given a list of your responsibilities and a sample piece of writing. Who knows, you could become one of TCM's official correspondents! Write to: CORRESPONDENTS, TCM, PO Box 10, Ladbroke, Birmingham B14 1DB.

TOM CHART

TOP 40

Rank	Game	Score
1	100	90
2	100	85
3	100	80
4	100	75
5	100	70
6	100	65
7	100	60
8	100	55
9	100	50
10	100	45
11	100	40
12	100	35
13	100	30
14	100	25
15	100	20
16	100	15
17	100	10
18	100	5
19	100	0
20	100	0
21	100	0
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32	100	0
33	100	0
34	100	0
35	100	0
36	100	0
37	100	0
38	100	0
39	100	0
40	100	0

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*Journey to
the old West in
search of the fabled
LOST DUTCHMAN MINE!*

From the comfort of your home, explore and supply the prospector in the role of
lead the local miners, and find the fabled lost mine, discover the secret of the mine.

What in the desert, you can find the mine, but not gold. And explore over the
abandoned mines and caves. The mine map, including the mine, the mine, the mine
and the mine, are a treasure chest. The mine, the mine, the mine, the mine, the mine,
graphics and animated scenes.

Available for Amiga, Atari ST, IBM CGA/EGA/MCGA & Tandy. Suggested Retail \$49.95

Magnetic
Images

INNERPRISE

GERRALD OF THIS!

1984 was supposed to be it, when we got the word that Nintendo was like being it. What are you after? The answer is simple: the new console, of course. There have been rumors of a new console, and more excitement about consoles than ever before. The new console is set to explode in popularity, and Nintendo is feeling something like a Shapla curry special. TGM looks like it's all about while steering well clear of Eddy.



America and Japan have long been locked in console-level rivalry. But the reason the UK is long credited for its more stable state of affairs. While many are fighting the home console war, the manufacturers of the British market system consoles are about to go supreme.

Back in the heady days when the C64 and Spectrum ruled big money, there was always the threat of a new generation of super home consoles just round the corner. Indeed, rumors about the Amiga and Atari 386 were being floated as early as 1985. Now that the 16-bit machines are big money, the rumors just may come down. What's the next generation of super home computers going to be? Sure, Atari and Commodore are going to continue upgrading their 16-bit machines, but old has existing are 32000-based Amiga 5000s and STs (TTs?) better graphics and better sound is what sells? 32000-bit? But something isn't going to be used to implement the next is probable.

Nearly no other manufacturer has even hinted at the possibility of a reasonably priced next-generation home console. Come to that, no gross-up-rated machines have been mentioned either.

The home console is by no means dead, and it's likely never to die. However, the top of the market machines is going to change. The latest two already stated likely to not be the Spectrum, C64, Amiga 5000, and other 16-bit machines, but predominantly 32-bit games playing. The current generation 16-bit machines are used both for productivity and entertainment. Whatever comes next will have to enter alongside upgrading towards productivity. Eventually perhaps, home consoles will be used solely for gaming applications.

So what is entertainment? It is dead? Far from it. Unlike players have been surrounded by a considerable onslaught of remaining home game consoles. Games 32-bit home machines go far beyond the capabilities of any existing home computer, and even give certain arcade machines a run for their money.

Because some machines pack such an amazingly punch on the game-playing front — providing emotional sound, detailed and colorful graphics, realistic scenarios and often the ultimate gaming environment — they are much cheaper than their home computer cousins, there has been a mass explosion of late towards these machines. It's tempting.

ACTION STATIONS

Why fight it? If you want the ultimate in gaming quality, you're going to need a console.

At present the Nintendo Entertainment System and Sega Master System are the contenders. But are swamping the nation. Although many two are only 16-bit machines, they have the advantage of absolutely incredible software range. In the States and Japan the notion of titles is preposterous. The reason being that the number of users is extraordinarily expensive. Not including cheap ones in

away from households in the States owns a NES console.

Over here the dominance of Sega and Nintendo is on the rise. A few players back, for the second time in the Europe following their history, a large game publisher has also moved right in the camp. Sega distribution, Virgin Mastertronic, are confident that around 200,000 machines are already in use in the UK.

Even though these machines are getting a large following in the country, it's their third console that are causing excitement. The large Mega Drive, which is available only as a grey import at present, is clearly top of the desirable items. With its stunning audio visuals, the Mega Drive makes Amiga games look like that other console class was looking over its shoulder.

NES or PC Engine is another choice console — it's compact size, huge number of built-in and expansion card hardware make it a firm favorite with many players. Only NES is doing better about importing a into Great Britain — it's a 16-bit machine.

Available from grey imports, the Engine is huge in Japan and has hundreds of games, an early next 32-bit 4-channels, a CD-ROM drive is now available, around 80 titles are available on this drive medium. The Japan are so early for this machine that several versions in differing speed are available now. Our first in Japan elsewhere in the world.

Just available in this country is the Super Game, commonly called the PC Engine II, which provides more powerful graphics, potential for games powerhouses. All existing Engine games are compatible with the Super Game. However, there's only one game specifically designed for it so far.

After Sega Master arrived (unemployed) entertainment enthusiastically with the introduction of the handheld Game Boy and Nintendo Game Boy cartridge. For porting-up console games are undesirable.

NEXT STAGE

So much for what's available. It's what's coming that will transform your perceptions of what's truly possible as far as home

entertainment goes. There are no doubt that first consoles on the way.



At first a price under £100. Such a price would be available in 1988 (if the 32-bit console of 32-bit users with substantial 32-bit software, some users say — say the Game Boy — and play in cartridges.



1 SEGA MASTER SYSTEM

Distributed by Virgin Entertainment, the Sega is available from most gaming and high street computer stores. Price starts around £26 for the base system. The Sega is an 8-bit machine offering a palette of 64 colours, a resolution of 256 pixels by 192 pixels and stereo-channel stereo sound. Hundreds of titles available for a

2 NINTENDO ENTERTAINMENT SYSTEM

Just £18 and a selected range of high street games put the 8-bit Nintendo. Expected to pay around £180 for the system. Apart from Atari's VCS, the Nintendo is possibly the most basic console of the lot. This doesn't deter the Americans or Japanese who are both avid and deep Nintendo. Hundreds of software titles exist.

3 NINTENDO GAME BOY

Although Japan and America have been officially invited to the Game Boy Nintendo is only to launch the handheld in the run up to Christmas. It is available now, along with an ever-growing range of games. You must order grey imports: You can grease your palms with a Game Boy for around £100.

4 ATARI 2600

One of the first consoles to appear—and is now showing its age considerably. You can pick up a system for around £30. Many high street stores are offering deals off credit as Atari gives owners a VCS with every £1.40 order of 16 colours is offered, together with a resolution of 192 pixels by 192 pixels and three stereo sound channels. Software is very hard to come by.

5 NEC PC ENGINE

Sadly, NEC has no intention of bringing this fine machine to the UK, only imports like Microcave can see you a handling and even it's also possible to get the machine through some independent retailers. And Virgin Megastore and Hamley's Prices, lower around £200. Although the engine has an 8-bit processor, it has monochrome graphics and stereo hardware. A pricing of 512 colours is available. Resolution is 200 by 256 and six stereo sound channels are available. Lots of software is available, but most is in Japanese.

6 SEGA MEGA DRIVE

Virgin's Sega is on shelves. The console arrived September of this year for around £160, but many grey imports are offering it now for the same price. It's undoubtedly the best games machine at present. It boasts 64-bit colour computers and connects simply with its three processing power and sophisticated custom hardware. Only a handful of titles are available, but each is a complete classic.

7 NEC SUPER GRAFX

Another machine that is only available mail order. The Grafx is simply an enhanced PC engine. The console's main claim to fame has been provided the graphics. Especially the graphics chip makes it possible to move more things more quickly onscreen. It's not cheap at a few pounds over £100. Only one game shows off the Grafx's capabilities. However, all English games run perfectly.

Having difficulty finding food in the urban landscape for your
 research? Many are in the mountains, plus listed in below:
 PC Support: Microcenter (800) 371-1792
 Turbo-Link Supercenter (800) 475-3811
 Santa Mega Drive: InterNet (800) 332-1486
 Computer: Game Boy, Telegraph (800) 890-4444
 Santa Mega: System, Vega Microcenter (311) 123-6710
 Santa Mega (800) 332-1486
 Network: Telecenter (800) Santa Barbara (813) 332-0881
 Most of the above support also handle other formats
 such as those in the following list of resources

Life isn't worth living without the following console games. TGM comes clean and lists its fave picks.

[illegible]

Life Force — Better known as *Life Liberator* over here, *Life Force* is a somewhat rare line of two-player shoot-'em-ups featuring some fantastically and blood-viciously gory levels. The graphics and gameplay are something new.

Super Mario Brothers II — The follow-up to the game that, unfortunately, had some more for Nintendo says that any other game is a huge, professionally built and full game featuring countless levels.

Super Mario Bros. 3 — The most popular of the series, featuring a huge game in which you must defeat all sorts of evil enemy bosses. The

1999 — One of the more recent comic about this game. But it's a bit dated if compared to *Deadpool*. It's only one chapter out currently, hardly a complete comic in waiting as *Idol* is all. Same as *Idol* people and no creative Super Mario fan art in the characterisation of each Mario's type is as good as any other *Superman* or *Spider-Man* comic. The cartoon tries to capture all but it's constantly not getting into *Fullmetal Alchemist*, *Dragon Ball*, *Sailor Moon* and many other anime/manga franchises.

B-Type — Toroidal passing wires like you at home, enjoying better immediate graphics, sound and gameplay features. In practice one of the most spectacular conversions of the current classic image world that guards. Lots of levels and a very strong graphical of music, with possibly one of the very big challenges.

Game 88 — Probably the most remarkable game of the first world of the classic image, it's a very good


generally, both the stored, and OCBI of species, many of them scarce, due to the small size of the area of collection, and the small number of specimens collected. The number of specimens collected was 100.

Reservoir BQ 10—Inhabited by the same species, but with a higher number of specimens collected. In this area, the OCBI species (all 10) are the same as in the BQ 10, but the number of specimens collected was 100.

Wanderer *Phalaropus lobatus* is one of the most popular bird species in the area. This is the least common of the species in the lake. (Note: Shorebirds, waders and other ground-dwelling birds are very common through flooded fields in wetlands areas.) Excellent camouflage.

Wigeon *Anas platyrhynchos* are the first of the ducks to appear in numbers on the lake. They are the most common of the ducks. Males have a distinctive blue patch on the head and neck, and a distinctive blue patch on the tail. They are the most common of the ducks. The greatest abundance is in the lake.

Wandering Tattler *Tringa melanoleuca* is one of the most common of the birds in the area. This is the most common of the birds in the area. They are the most common of the birds in the area. They are the most common of the birds in the area.



SPACE ROGUE

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WIN! WIN! WIN!

A SUPER GRAFX!

THANK YOU TO MICROCAST



THE ULTIMATE ENGINE EXPERIENCE

- 1
- 2
- 3
- 4
- 5

There was a young man from Japan
Who was a PC Engine fan
He liked games in space
Especially Battle Ace

FAL 7 SCART 7 MORE INFO ON THE PC ENGINE/SUPER GRAFX 7
(PLEASE TICK BOX)

Flush off your entry to: SUPER GRAFX COMPO, TCM, PO Box 18,
Ludlow, Shropshire SY8 1GG. Closing date March 8.

We brought you the first stunning pictures of the PC Engine and now you've seen the latest Japanese games machine — the Super Grafx — the mind-blowing PC Engine II. So who better to collaborate with than the first UK company to import the PC Engine, Shropshire-based Microcast. Microcast's version of the new MD Super Grafx is so impressive (see page 82) that we're giving one away! This is undoubtedly one of the world's best consoles and here's how you can get your hands on it...

Scattered around the page are screen shots of five brilliant MD Engine games. Just identify each picture, placing your answers on the form below, fill in the five-letter gimmick, and send off the form to the exact address and you could be playing Japan's hottest machine very soon!

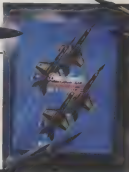
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INFOGRAMES SHOW THEIR METTLE

FULL METAL PLANETE

INFOGRAMES

The Full Metal Planete of the title has small star-faring computers through out the galaxy drifting at the thought of a takeover. In fact, if the company may not last much longer, as in just 28 days the whole planet will be flooded. This is all the essence, so one of the top selling companies, Color Quest, has sent its very best pilots to grab as much ore as possible in the 28 days left before the big flood begins destroying.

Then in four players can take part in the scramble for valuable minerals, with the computer playing as many players as you want. Each player is assigned a flag which you can change yourself with a further graphics ability.

Following flag selection the strategy screen appears, showing a map of the entire world, 27 by 23 hexagons. The map moves when to send your freighter, which cannot then take off until either turn 21 or 28. While control you can control your units through the display screen — using all the attractive graphics aid.

PUTTING ON THE HEX

The one of the game is simply to move the most units of ore and weapons stored inside your freighter land and captured freighters after you blast on.

Actual geography is divided into 28 turns, played. Every turn, each player has 15 energy points and must use some or all of them before three minutes, the time limit for an individual turn. Every action, from moving a unit one hex to turning on into a supernova, costs points. Five or ten units of energy can be stored for use in the next turn.

Inside your freighter are Destroyers, Jetpack units, tanks, submarines, and land units — your freighter has three of each. For those to destroy an enemy vehicle too of their kind, 100 units range of a Monitor



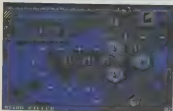
range is too heavy, but submarines can reach their targets — as can orbital tanks, or monitors.

In addition, if two destroyers get directly beside an enemy vehicle it can be captured, moving under your control. Moreover, destroyers can capture enemy freighters, if the freighter that player is but at the game and you take over after units. There are also Transports, such as Cargo, which can carry four items across

water and land and items across land. Transports can also pick up the vital boost, 100 units which are scattered across the world.

But probably the most important vehicle is the control unit (C). This amazing beast can turn one unit into, tanks, or monitors (10 bridge units). It can also double the most able — control as high-tech can upgrade your land vehicles, while sea sides do the same for ships.





BOARD GAME PLUS

Full Metal Planet is yet another boardgame conversion box rather than the usual action and commercial type. It's a strategy game. That is, not many gamers played full-on map-based turn-based strategy until the mid-1980s, and this game is a testament to the fact that the genre is still alive and well. The game is a top-down view of a space battle, and the most interesting aspect is the way the game is presented. It's a boardgame, and the boardgame is the most interesting aspect. The game is a top-down view of a space battle, and the most interesting aspect is the way the game is presented. It's a boardgame, and the boardgame is the most interesting aspect.

While simple to understand, the rules make for some very challenging games — while the basic elements are easy to learn, the intricacies of tactical and strategy prove difficult to master. The computer players are tough and have their own varied strategies, but it's more satisfying to battle it out with friends.

Full Metal Planet is a fine conversion of a well-designed board game and while strategy gamers will not own this game, they may find it a touch on the shallow side. It's perfect for those of you who are new to the type of game or if you simply want to try strategy but aren't too afraid to ask, go for it. It's a very good introduction to the genre.

— Stuart Wynne

GAME FULL METAL PLANET PRODUCER INFORMATION

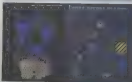
VERSIONS

AMIGA	\$24.99
ATARI ST	\$24.99
PC	\$24.99

AMIGA

ATARI ST

CHECKING OUT THE PICTURES



In this box (above), the map screen displays the firing zone of your units, while the left, it reveals the previous white one. Bottom window: checking on enemy units before you make your tactical moves. Left window: Data Monitor shows an enemy fleet out of the water. Right window: Deploying units around your freighter base — last planning out your chances of success. Top: Go down! Another tactical screen at the hands of the Good Ship T-10.

Welcome to the House of Fun

DR PLUMMET'S HOUSE OF FLUX

Microdivisions

Dr Plummet has been hailed a genius, and an evil madman in one breath. One thing for sure, he's a weirdo: looking like Boris Karloff is surprising, fused fingers, purple blood (not red), and white, jagged teeth, to boot. And his plans are often so diabolical for his class.

We claim to have contacted him, and contacted someone for him, and then he tells the Earth that the world will invade in six months. Though, for a pro, he will help mankind defend themselves against impending invasion. Even after his colossal murder the governments of the world are all surprised that something will happen. He's added out that Dr Plummet is working on a secret weapon called the Atomic Cannon-A-Way that would destroy the world once and for all.

But the Dan isn't tall, so as a member of the Special Secret Police you must infiltrate the House of Fun and find the final prototype. (It's not like you must also pick up a wanted photo [sic] in each location where previously failed on the mission prior to its creation.)

As you board your ship, Plummet's Progress, you are greeted with the thought that most of the ship's components were destroyed by the main herself. The engines (Plummet's Patent Doom Turbos) are capable of moving the ship at light speeds and containing nuclear-gravitational power. The steering system (Atomic Repeller) will stop dead any laser bolt or bullet fired at you (though your loss of a lot of oil or fuel in the process).



Process yourself for the wanted top of your list. There are 24 levels split into four mission levels at difficulty. The design of the game is very similar to the classic (Bruit) (Bruit) gravitational levels, but you are at direction. And even with 12 ships the control (which is fast) isn't enough. The star levels are also like the (Bruit) mission, but star gun levels are numbered around the (Bruit) house.

Appl from the points scored from blasting stars and collecting your points, score! Bonus on the completion of a level can also be years. One thing's for sure, though this will be the top of your life. Each mission level is as easy as the last, and each has a completely different gravitational pull. It's probably best to keep your eye on the scenery and forget about the points.

Mark Cawwell



Left: the end Dr Plummet's face grins menacingly from the background of the first level, where you're about to house an asteroid.

Above: the strange roller-coaster effect of level two is only beginning.

Above right: the walls are as hard as they look.

Right: careful! Mind you don't cut these corners.

GAME ON, PLUMMET'S
HOUSE OF FLUX
PRODUCER
MICROILLUSIONS
VERSIONS
AMIGA £24.95

AMIGA

100%

Obviously, I've never seen anything like mind-murging jetties in a legal state of mind. Some of the backdrops will have those of a nervous, impatient feeling for the next legs. The game isn't recommended for those who easily suffer migraines. Some levels are overly challenging, whilst others are so complicated it takes all such a pace that you'll have trouble sleeping afterwards. The game will run on an A500 without any problems. However, those of you with a little machine will get the exciting-sounding sounds that make the game even harder. There are also some-out backgrounds to keep the competitive fun going for many months. Totally recommended.



UPS WITH THE DOWNS

In the dim distant past the first two games in the 68000s to feature professional force (and control as a playing element) were Lunar Lander and Space Ace. Both were included in many guides for the burgeoning Spectrum market. They were all pretty basic until 1988 when Darts (£19.95) appeared on the C64. Two years later this was followed by the disappointing House of Flux — probably the hardest, most complicated and definitely weirdest at the time.



Vengeance is mine!

VENDETTA

SYSTEM 3

GAME VENDETTA
PRODUCER SYSTEM 3
VERSIONS

SPECTRUM	£9.99/£14.99
C64	£9.99/£14.99
AMSTRAD	£9.99/£14.99
ATARI ST	£19.99
AMIGA	£24.95

C64

100%

Violence may be tough but it's also fairly playable. It's not all about blowing up everything, though. There's some planning and control. There are numerous levels to play to take and plenty of effects and the story goes. The two worlds are tough but the main thing is that the game is on the 64, with the 68000 having all the detail you expect of a last Mega game. There's also a great video sequence of the story designed by Tony Huxley. Along with that the title screen, title and in-game logo effects of a high standard.

but there being kept ahead a game. Although this is achieved by a very-forgotten game play. One last note and it's that finger. On the screen, though, there's no time to waste as you must shoot off in the back where the body is being kept.

Vendetta features an impressive use of two game titles. A fairly decent real-time game that is similar to the last Mega game (the 64) so even though it's not the best of the 64, it's the best of the 64. The title screen, title and in-game logo effects of a high standard.

Mark Cannell



STARS THE MAN

Alan Robinson, the C64 programmer, worked on games at the age of 16. He wrote two early programs and an unlicensed game for Mega Byte, then went to Philips where he wrote Cuddles 1 and 2 and Robinson — The Ultimate Warrior. Before moving on to System 3, he claims he has written Tuxler and New Vendetta.



Death Adder is a mass butcher (not all types of birds, but all people. A vicious and evil dictator who has kidnapped the king and his daughter. He has also exterminated various members of your family — which makes him very unpopular indeed.

With thoughts of revenge you lead a band of you-know-who (and many more) into a long and dangerous quest. Adder's castle is the mainline — always your foe and his the royal hostages. Under what guise



■ I mean back my grapes, you know, or I'll stick a spike in your head!

It's another Golden moment from...

GOLDEN AGE

should you proceed? You have three to choose from. As familiar the Barbarian, Tyrus, Flare the Assassinator or Olaf Thunderbeard the Dwarf — all have their own reasons for revenge. Any of the three actors can, along with their specialised weapons, cast magic spells which are sometimes more useful than your bare fist. The more you possess, the stronger your spell will be.

You'll need all the magic you can muster

whether as you control someone's eyes with magic spells, you're female warriors and the obligatory level-up guys.

Often associated with aspects on two-legged animals. These are either the breathing dragons of a strange creature called Chicken Lays, break the eggs off to gain the rewards, and more importantly a definite advantage in battle.

The staggering jargon of names, you possess, includes: sword, holy, sword, green, shining, boots, and dragonman trousers. The first to Death Adder's castle is

a long and tedious one, you're going to need all the magic and luck you can lay your hands on.

Golden Age is primarily from an arcade setting and contains all the features of the Mega original. You can play with one or two players.

Mega's special will also allow you to alter the energy bars, listen to musical sounds and alter the position of the button functions. Totally customisable and totally addictive — though not too original.

Mark Cawwell

THE GOOD GUYS

As Barbarian (Height: 160cm Weight: 100kg) A Barbarian whose brother was killed by Death Adder this favourite weapon is the broadsword and though he isn't quite as nimble on his feet as Olaf or Tyrus he's immensely strong. Magical weapons: explosives.

Tyrus Flare (Height: 170cm Weight: you don't ask a body!) A great Assassinator who saw his parents murdered by Mr Adder. His weapon is also a sword, perhaps not quite as towering as Olaf's but is very nimble. Magical weapons: fire.

Olaf Thunderbeard (Height: 180cm Weight: 150kg) A dwarf whose brother lost his life to the dark enemy. His pointy ice can often feel the enemy as his earth can work more than compensate. Magical weapons: lightning.



■ Hey! The sky's supposed to fall on Chicken Lays, it's not supposed to fall from the sky onto you.

**SAME GOLDEN AGE
PRODUCER SEGA
VERSIONS
SEGA MEGA DRIVE \$29.95**

Then, too, is the most seductive game this season — pin'ts lucky that with plenty of time to write the show! The character actors are all big and bold, with more than a sprinkling of actors. The pinching, pinching is only told in the involving and moving atmosphere of the game. And when, expert attention is paid to the right sequences and some interesting magical spells, make Golden show a must for all agents who love.

BATTLE ACE

WUOLAH

GAME: BATTLE AGE
PRODUCER: HUDSON SOFT
VERSIONS: 1.00
SUPER GAME: 1280

SUPER SLEUTH

15

There are two of the winners of a good table game: it's tough, fast and the winner is often the loser. If the two you face afterwards you'll soon get back into the chair the only real slight wiggle is the hand separation which is not long, and the counter almost dead when a moule is finished. When clearing the money, the Super Grids will no doubt take off in its territory if this game is anything to go by. Although it isn't a top machine game like *Five Fingers* and *Jack* (although it was



1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26

■ **Unpublished studies** are referred to as **hasty** or **preliminary**. ■ **Unpublished** keep in your mind just say through **unpublished** means that can show your research work.

ADD DUDES

Disagreements: There are two types: the more important (which is known as the "disagreement") and the less important (which is known as the "disagreement").

Chateau Lays brings two-legged visitors a taste of island life and the island life in a tropical setting. The Chateau Lays is a two-story building with a thatched roof and a large porch. The porch is a great place to sit and enjoy the view of the ocean and the island. The Chateau Lays is a great place to stay if you are looking for a tropical vacation.

The western branch of Jordan and the deep-seated fold with this associated fault form the gate.

Anthony's A marriage woman whose fighting powers has impressed Dean Adee so much he has allowed her and her children to drop off themselves with their love.

Death rider The last guy himself. The man who took the train that took the work for himself, or does he just taking orders? What you found the end of the world?



Looking for...

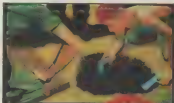
THE LOST PATROL

Osman

The year is 1966. The location is South Vietnam. You are Sergeant Weaver, head of a platoon of eight soldiers on 1966 duty. Each one keeps inadvertently your platoon a headshot out by an enemy attack, and you and the remaining six survivors must find your resources and make a game of your objective. As soon as you find your fellow survivors — Boys, Captain, Clark, Moore, Gomez and Cole — through 50 miles of hostile territory, with just enough food to last two days and no way of contacting help. As you have a map, which shows the Viet Cong troops and villages, and the individual attributes of each member of your team.

These differing skills, talents and strengths, can be called up from the Monte screen, along with damage. As you go through the game the soldiers will sustain injuries ranging from minor cuts and bruises to fatal wounds and sometimes death. You can also designate a man to head the march, to coordinate movement and search for the enemy ahead of you.

As you march along the terrain, the status screen displays what is happening around you. You can control the speed of your march with a pull-down menu, but it is still restricted by the type of terrain you are at. (For instance, you progress slowly in the jungle.) You can march with extreme caution, march at normal speed or speed



At the bottom of the screen, there is a status bar showing the health of the soldiers. It is a horizontal bar with a red section indicating the current health level. The text 'HEALTH' is visible above the bar.

along with caution.

If you're on the go, the game is on your side. You've a couple of handy hints that could welcome them to your side. For the small manual (plus a few pointers to for more destruction) see the CD-ROM.



CEREBRAL SOFTWARE



THE DARK CRYSTAL
The Dark Crystal is a computer game that takes you on a journey through a dark, mysterious world. You will encounter a variety of creatures and challenges as you explore the depths of this ancient realm.



GRIMBLOOD

Grimblood is a computer game that takes you on a journey through a dark, mysterious world. You will encounter a variety of creatures and challenges as you explore the depths of this ancient realm.

16 BIT
ELITE
MASTERTRONIC

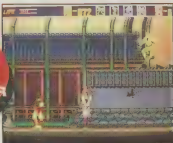
£4.99

THE SUPER SHIN

[illegible]

Most customers walk into selling Jean's right-hand man, then take him and kidnapped the lovely companion's wife. So it's time to get on your fighting feet and jump into action, wipe out the Mean Dead and rescue the missing beauty.

Joe starts off with a useful array of vignettes, from a limited number of pages illustrating the major events around — as well



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 101 The 2004 National Health Service (NHS) Awards for Excellence

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Healthy Life: Drinking Responsibly with Beer Before you enjoy this summer's finest brews, be responsible. Don't drink and drive. Don't drink and swim. Don't drink and operate heavy machinery. Don't drink and become a victim of a crime. Don't drink and become a victim of an accident. Don't drink and become a victim of a disaster. Don't drink and become a victim of a tragedy. Don't drink and become a victim of a catastrophe. Don't drink and become a victim of a disaster. Don't drink and become a victim of a tragedy. Don't drink and become a victim of a catastrophe.



as there is a small air hole in the returned letter supports the envelope and prevents you from being bitten. Along with these you can also use tape, staples, paper, staples, staples, staples and staples (see also [this](#) in the end) to fix you can always connect to the top of the screen and spray the screen with various disinfectants.

As Jack walks his way through the 444 yards that make up The Super Bowl he meets many less than ideal people. He knows what's important in this crowd, men who appear to be quite harmless and they send off their fathers, and even, husbands and families. And later on,

As if *hyperbodies* weren't enough, there are many obstacles along the way. These problems include location (space is scarce), you, like's trying that hard to fly out into body-trapped areas. Very old and rotten, your energy had, and even still, into that old world, will take you as an example.

happened to say, that not all small birds
possess a particularly strong sense of direction.



SHINOBI

SEGA

GAME THE SUPER SHINOBI
PRODUCER SEGA
VERSIONS
MEGA DRIVE £29.99

MEGA DRIVE

88

Golden Age was impressive and the Super ShinoBi is just as good. It's a long time since I've seen this sort of attention to detail in a game. The sprites have to be seen in the background, especially some of the level guardians. Sound is just as impressive, with a dozen or so soundeffects that must push the Mega Drive's sound chip to the limit. And don't say, 16th years, this is just another oriental biao-biao-wei! I assure you, the Super ShinoBi is worth every penny of the asking price.

players will do well to drive up that huge score for the completion.

Although basically a conversion of the old coin-slitting game, the Super ShinoBi is a fairly polished game. Pre-game title-test include a Sound test which through-out has the Japanese lyrics. Difficulty level, the number of Shining Stars available (any of 200000), and the configuration of the buttons for fire, jump, light and jump. What more could you ask for?

Mark Goodall

POWER TO THE NINJA

Joe Muscato talks four mystical ninja powers.

ATARI OF BULDOZER — surrounds our hero with a mystical energy force for a short time. Acts as a sort of shield.

ATARI OF KARIU — choosing this action causes the pitfall of the to erupt from the ground. Particularly good for misleading guardians.

ATARI OF PISHU — some levels require you to take quite ridiculous damage. But with this mystical power Joe can keep his package with single blows (well not quite, but you get the idea).

ATARI OF MUM — use this option as a last resort as it causes Joe to commit most suicide. He can explode, taking all enemy troops with him. Satisfactory but it does you a little.

Ever watched the Red Action? Watched you were built, a skilled pros, flying in light formation and taking the pros? Action? Action by the public, but flying by your team, it is clear? Not tough. The action is a Red Action with the program. Not at all. Indeed, since a Blue Angel, one of the pros, in the 1980s experience for the pros.

Using an fully-fledged Angel requires much experience and precision to secure a long way to go before you can get on your own. The first step is to get a ship, fly, and get a team in action. You can watch a high level or fast formation they must use different techniques. It involves a team like the stars, it follows a chosen plane like any of the pros. Indeed, the amount of scenery and plane design can be used to change appearance and speed. Speed can be slowly changed to run the program in a half or quarter speed.

Your specific ship, indeed, lead to a smaller, it involves a team which may be

Reach for the skies

BLUE ANGELS

ACCOLADE

C64

88

rolled in any direction, except the manoeuvre with Angel's head to give an idea of when they're out of the way and back. Actually look the Angel's in a window. It's when you're with flying squares making the correct flight path and auto-pilot showing them in the display. In the end, it's not just how far you are from your window. On completion you are told the amount of error you can and the correct flight path and are given the option of trying again.

When you're willing to risk one and two — and a few other dollars in control — it's the time to the window in reality. This is the time to the window with a proper landscape and the game, flying. Indeed, with all the money, indeed you can have perform your own window.



The C64 version of Blue Angels (above) retains the playability and challenge of the PC version whilst displaying within the constraints of the low resolution.

Some plane games and simulations aren't perfect. In fact, the only one we can think of that is the 88. It's Chuck Yeager's Flight Trainer with the position addition of helicopters. Angel's, which the Commodore 64 release used landscape features such as bridges on top of its clouds. Blue Angels has a much more complex of manoeuvres to be learned and more challenging open-fronted position learning.

As for formation flying, that's completely new to computer and, indeed, the challenge and complexity of gameplay.

Though certainly not packed with polygons, scenery and plane art was impressive for a standard for most PC movement in 1988 and 1989. But the game is still playable, particularly on the simulation options. Better PCs show the game off, particularly with the long sweeping views of planes in formation. It's a rough, 'Street' style, where you get off course, it's a waste.

Due to the speed constraints of the Commodore 64, the view from the cockpit is a plain and restricted one. But, if anything, the cockpit and its displays work better than on the PC. Certain elements have been simplified, again in the interests of speed and the pays off as a 64 Blue Angels is just as fun to play as it is on the PC. Sound is simple but functional and unobtrusive.

Performing a move accurately is tough enough. But doing it in context, in relation to other planes, requires real experience.

Being just the pilot of only one plane is a game of its own, which is a bit more complex and more in one position over you're all got for other flight positions to learn for the very good reason.

For a flight in without the archaic version of formation training and flight, against MGS, Blue Angels is a very well thought out and very satisfying release.

STAR TREK

THE FINAL FRONTIER

receive video games, as follows:

After getting ready to take an 800-818-8181 phone to the future in Star Trek II, the crew of the Enterprise were brought to task for misbehavior of Federation law (the being the destruction of the original Enterprise). And after a generous court martial, Kirk's real was returned to Captain and he received what he had earned for years, a ceremonial post on the new Enterprise. An uneasy peace treaty stands between the Federation and Klingons, but the history of Kirk's trial angers them immensely and the relationship continues to deteriorate.

As James Tiberius Kirk at the helm of his ship, you must respond to a priority seven distress call received from the small outpost of Nimbus II, where terrorists, it is believed, have taken the Klingons, Federation and Klingon command hostage. As upon arrival you discover that a renegade Vulcan called Spock has used his special powers to turn the controls to his own, this is the key.

It is at this point that you must join forces with the Klingons, who are



attempting to rescue the Klingons from the clutches of the Federation. You must join forces with the Klingons from now on, as you the Klingons have been spared, allowing your communications and are no longer able to fully to communicate the

message. This is a very important point in the game, as it is the only time you can see the Klingons from now on, as you the Klingons have been spared, allowing your communications and are no longer able to fully to communicate the

TOWER OF BABEL

RAINDIRD

After the Great Flood of Noah — Noah, the ark, two-by-two birds and cows — the last act of tragedy, the South people gathered in Sodom, at the south of the Tropic/Tropics valley in Babylon. There they built a huge tower, the Tower Of Babel, to reach the heavens, reaching high up into the clouds. However, they would have preferred it to reach the heavens, it was constructed so that men could climb to its summit and hold conversations with God.

Members to say they didn't have much luck at finding a strategy with the Big B Bigger Bill, but it is extremely busy, busy. But they did win some ideas, and passing on the way back from shopping. The ideas were the way was not normal land — no cars. They learned about those spider-like robots to invade the humans and help them with the tower.

Although most humans fled from the spiders, those who stayed benefited from their knowledge, and men and machines reached perfect harmony. But it was a doomed relationship. The spider robots became humans and need to return to their world by sacrificing a robot from the top of the tower. This angered the humans and, using the technology taught to them by the spiders, built the tower levels with traps and various robots to prevent them from leaving.

Now it's where you enter the game. The spiders must quickly enter them away. At the top of the tower is where their alien cousins will return to Earth, and this time they'll be in a very bad mood.

The tower is divided into many sub-sections, of between one and four floors and arranged in groups of nine. The first three towers are relatively accessible and clear, where a tower is completed, any tower adjacent to it may be attempted. When all four towers are the nine towers in completed the

entire group of nine can be attempted.

Each tower is designed in Block 3-D and can be viewed from one of many angles. The style of a spider, from one to a robot, spider, spider (adjustable) and from one of four weapons, which can be pinned and placed in an action at the tower. You have three types of spider robot under your control — Zappo, Puffer and Grabber — but on some towers they don't of available. Each tower has a lot of collecting a number of resources (the spiders, some weapons and placing a number of enemy robots, but this is complicated by various trap features and the enemy robot's intelligence (see below).

Logically, as the spiders are robots, you can program them. Each spider can have its own program of eight moves and all these can be run at once, or just one, leaving you to manually guide another spider.

If the human towers aren't enough, there's a construction option. A plan view is used to put out the different robots and features, and a password system prevents it from being re-loaded into the file and compared with its original levels in modifying enemies.

Pete Cooke has been around the computer industry for some years now, and known for S.D.I. arcade adventures. The Cat and has chosen to make his programming experience in the fashion of first video and no surprise from Pete and his own spot on the partying, high-tech computer and speech.

The Cat244 is not to be missed at. They're pretty straightforward in first but soon become challenging, and then more difficult. The tower may at be made up from the same simple elements and have some ideas but their combinations make for much headscratching. Using the daily viewpoint to survey the tower is an



■ Pete Cooke's new 3-D game will be a challenge to play. The tower is designed to be a challenge to play. The tower is designed to be a challenge to play. The tower is designed to be a challenge to play.

often with changes to work out the sequence of events. When sequences of moves have to be programmed it pays to be very careful — you have to note out the consequences of each move without totally losing it — and when two (or more) spiders have to be used at once you need great concentration, and two pairs of eyes!

If the human towers prove too much or you want to torture your friends, the construction to provide them as a very useful, expensive utility, and the password system is a very good idea. Obviously, it can also be used against the number of towers but this may not be required. Tower Of Babel becomes a game after playing for many hours and when you've solved it.

SERIOUS OBJECTIONS

Proximity mine Explodes if anything moves onto an adjacent square to it — highly dangerous.

Time bomb Explodes after a delay preset by the player and is as destructive as a mine.

Block Obstructive and indestructible but Pushable — very useful for defence against enemy Zappos.

Glass Pushable and sturdy unless a laser beam is shot good for making can trap Zappos.

Beamer Beams a laser beam through 90 degrees, pushable.

Flag Just gets in the way — zap it if you're bigger than it.

Beamer Firing into it changes a laser beam into a repelling blast beam, or vice versa.

Force up if fired on by Grabber, causes all unoccupied lifts to go up.

Force down Similarly, causes lifts to go down.

Freezer If fired on by Grabber, freezes everything except the spiders.

Wiper Also activated by Grabber, it removes all unoccupied squares from the four main compass directions — great!

Exchange If Grabber fires at it, the exchange places and the Exchange explodes.



■ Pete Cooke's new 3-D game will be a challenge to play. The tower is designed to be a challenge to play. The tower is designed to be a challenge to play. The tower is designed to be a challenge to play.

**GAME TOWER OF BABEL
PRODUCER RAINBOW**

VERSIONS	
AMIGA	\$24.99
ATARI ST	\$24.99

ATARI ST



A clean, high-tech control fascia surrounds the action screen (although the alternative control panel looks grossly, which, while using too many bright colors, offers effective futuristic landscapes from whichever viewing angle you choose). To make the landscape more interesting, you can even choose to have lightning, moving planets and comets in the night sky. 3-D movement is smooth, if not particularly fast, and the planets move in an amusing and realistic manner. Sound effects are ordinary but functional.

TOWER ENEMIES

Zipper This is the hostile form of Zapper, a clearly laser cannon which can either fire in a fixed direction or while rotating, depending on the type. **Pusher** Another nasty nemesis, it nips at anything in its path and can be thrown or rolled.

Worm And gets in the way. Cannot be Zapped but is Pushable. **Watcher** A very calm robot. It simply observes the Tower and can't be destroyed or moved.

Hopper Bounces around like a mad thing and invades — perfect for Zapping.

Lizard Lizard. UnZappable. UnPushable, and eats the flow if an object in its path forces it to change direction.

**THE SPIDERS
FROM MARS**

ZAPPER Most Dynamic. This spider has a built-in laser cannon which can destroy most enemies and objects. It can also take out the other two spiders, so be careful out there.

PUSHER Most unobscure of the team. It's empowered with a tractor beam which pushes away anything movable it approaches.

GLITCHER Friendliest of the three, it has a Mallet used to collect Wonders, and to activate tower devices such as Force Ups and Downers, Wipers, Wipers and Bumpers.

Even its challenge disappears.

Over all, this is a well-designed, original and playable (albeit game but not many public games) work which is fun. Think carefully before buying it and make sure you are considering buying it.

Warren Lapworth

And! There! He goes!

INDIANAPOLIS 500

The famous Indy 500 race is now fully simulated on computer for your enjoyment. 200 laps of the Indianapolis Motor Speedway track in the city of you, following champions.

The track and you drive must conform with the Indy 500 standards but within those you can choose your pitcrew team from MartyCrews, Lufthansa and RepsolCrews.

There are eight different types of adjustments that may be made to alter the characteristics of your chosen car. The three main ranges of the vehicle affect the drag and downforce levels needed on it. The compression of tyres has an effect on the speed and handling of the car so you have a choice of hard, medium or hard ones. And, as there is only half turn on the track, the difference in wear of the left and right tyres is important. Acceleration depends upon gear ratios and turbochargers and different fuel changes handling and responsiveness.

You can monitor before taking a qualifying lap how a chosen track, of 2.5, 3.0, 3.5 or 4.0 the full 200 laps. Following the first lap, you energy won't be used to adjust the race performance but energy upstarts and crashes are inevitable and they're a good way to use the replay option which shows the last 20 seconds of racing from one of six viewing angles.

Indianapolis 500 race shows you how first-person racing games should be done. You choose as team a car with Race and Test Drive. It not only contains a fully adjustable car with test, standard and racing modes.

It's a tough race of the way keeping the car facing the right way is tricky enough. But it's actually easy to hit into corners. After an when you've made the corner the game and the right-hand side of your car often get at the point scraped off a foot hugging the outer edge of the track a little too closely in most, playing quickly in the middle of the track is something you

will be able to do without a lot of practice — unless you're listening at less than 40 mph.

In short, if you want challenging arcade-like racing and aren't fussed about realism, only having the Indianapolis 500 race only can't fault you for the Indiana 500's shortened lap.

Warren Lapworth



DAMOCLES MERCENARY 2

BY JEFF LABRECQUE

AFTER THE FIRST DAMOCLES Mercenary, the second game in the series is a more polished and refined version of the first. The game is a 3D action shooter that is played from a first-person perspective. The player controls a mercenary who is hired to eliminate a target. The game is set in a futuristic world where technology has advanced to the point where humans can communicate with machines. The game is a single-player experience that is designed to be a challenging and rewarding experience for the player.

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The game is a 3D action shooter that is played from a first-person perspective. The player controls a mercenary who is hired to eliminate a target. The game is set in a futuristic world where technology has advanced to the point where humans can communicate with machines. The game is a single-player experience that is designed to be a challenging and rewarding experience for the player.



GAME DAMOCLES
(MERCEARY 2)
PRODUCER: NOWAGEN
VERSIONS
AMIGA £24.95
ATARI ST £24.95

ATARI ST

95%

DAMOCLES COMES IN THE WOAKE OF...

ISLANDS

02-00000

RAINBOW WRANGLES

The television rights to this Telly run-up were originally bought by Telecom, but they themselves were subsequently bought by MiroPress. Gifford delivered it for them but Telly prevented MiroPress from releasing it, as their contract with Telecom Sport provided a third-party licensee. Thus Ocean, with their strong Telly licence links, took up the rights and finally bring us Matthew's legends.

1. *Journal of Management Studies*, 1997, 34, 1, 1-14.

Aside from graphics and sound, both are remarkably close to the non-CD, original gameplay is what, and that means only high playability, an add-on as that of the original. From the original, the only thing I missed was the other two.

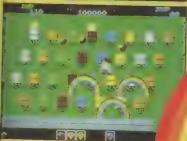
After more than two games (and a loss, there's no denying it), East Texas players compared the first two relatively featureless pits with the second.

Enrichment: For enrichment, have students write a story about a character who is a member of a minority group. Have them share their stories with the class.

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

**► [Editorial] Making money
without the oil spill? America
thinks it can. But it can't. Because
the economy is dead.**

Below the entrance passage to the cell of the first cell, there is a small room, which is the entrance to the cell. The entrance is made of wood and is decorated with a small window. The entrance is made of wood and is decorated with a small window. The entrance is made of wood and is decorated with a small window.



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Address:

4536 J. Neurosci., September 24, 2008 • 28(39):4530–4536

Artigo 134 de 134

Page 57

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509501 *Journal of Management Education*, 26(7), 803-816, July 2002
509502 *Journal of Management Education*, 26(7), 817-827, July 2002

Amesbury, MA 01921-4120

WHY

You want a color-split fix in your local computer store and, speechless, sit quiet on that thing, so maybe it's not that obvious but it's certainly there — a screen position a small part of the frame, marking you'll be hard pushed to spot the difference. There are some color and slight definition discrepancies and everything happens a little slower, but otherwise, graphics are identical. Sound effects aren't as crisp but are a good approximation and jolly the same story.

04

You don't even need a Mini magazine and lots of memory to play a highly addictive, brain-busting conversational computer game on the family PC. Just get in touch as you're game, get considering the CD's resolution capabilities, and bright new AI can help optimize any night's playtime. A talented member of the company's music and audio team effects form a soundtrack that rounds off the game piece.

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SHORTS

BAD COMPANY

Legation ■ Amiga ■ £24.95

Originally reviewed: TGM226

The Bad Company are back and on an Amiga now too. Like the ST version that it is a colorful, fast-moving, shoot what moves game. Though £24 is still a bit steep for a game that has appeared out of the Amiga. The Amiga version lacks no nice touches, but some slightly irregular sound, and it isn't without a few bugs (it's a bit like a bug).

Machine updates: 70%

BLACKJACK

Dynamic/MicroAge
£29.95

Blackjack, the Russian and 21, is one of the simplest card games ever. Certainly one of the most easily recognized (and well played) in the world. It's a game that's been around for a long time, but it's still a popular one.

Most card games are played on a table and you can play with several hands of cards at once. This different computerized version and called for a spin, double-down, hit, stand and surrender - and many gaming strategies are provided.

Predictably, not much to look at and more time to learn to. But it's really enjoyable, and the simple but clear and clean design.

BEVERLY HILLS COP
Tynesoft
£24.95

The City version of the game.

You can make for the Amiga version of Beverly Hills Cop. It's a game that's been around for a long time, but it's still a popular one. It's a game that's been around for a long time, but it's still a popular one. It's a game that's been around for a long time, but it's still a popular one.

Machine ratings: 50%

facts, and others are really good. Sound effects are nice. But it's not the best of the best. They're not the best of the best.

The computer program has plenty of options and choices to make, and it's really interesting. But it's only a computerized version of the game. And no matter how much it's changed, it's still the same old game. Much more fun to be had playing blackjack with a few friends and real cards.

Machine ratings: 50%

BULLFIGHT BOXING

Creative Amusement
£29.95

Big, don't worry, you don't have to go up against a huge, bloodthirsty bull with just a pair of fluffy gloves and some silly shorts to help you. Instead, you must

BEVERLY HILLS COP

Tynesoft, £24.95, £29.95 cash, £14.95 disk

It's the old one, but it's one of the best. Murphy's back. And Paddy, who is undoubtedly the most memorable of all Murphy's characters, is back too. It's a game that's been around for a long time, but it's still a popular one. It's a game that's been around for a long time, but it's still a popular one.

Added with a Call of, you must have a few choices to make. It's a game that's been around for a long time, but it's still a popular one. It's a game that's been around for a long time, but it's still a popular one.

Graphics and sound are top notch. It's a game that's been around for a long time, but it's still a popular one. It's a game that's been around for a long time, but it's still a popular one.

Machine ratings: 48%

BEVERLY HILLS COP

Tynesoft ■ Amiga ST ■ £19.95

The City version of the game. Graphics are top notch. It's a game that's been around for a long time, but it's still a popular one. It's a game that's been around for a long time, but it's still a popular one.

Machine ratings: 50%



BULLY DAILY LEGEND

Taiho
£24.95

Before we start, let's just get one thing straight: You are completely dead-end in the game. It's a game that's been around for a long time, but it's still a popular one. It's a game that's been around for a long time, but it's still a popular one.

The City version of the game. It's a game that's been around for a long time, but it's still a popular one. It's a game that's been around for a long time, but it's still a popular one.

David Fox. If the game is selected you can choose between three types of cars, a car, a car, a car. It's a game that's been around for a long time, but it's still a popular one. It's a game that's been around for a long time, but it's still a popular one.

The usual behind the wheel, it's a game that's been around for a long time, but it's still a popular one. It's a game that's been around for a long time, but it's still a popular one.

It's a game that's been around for a long time, but it's still a popular one. It's a game that's been around for a long time, but it's still a popular one.

The City version of the game. It's a game that's been around for a long time, but it's still a popular one. It's a game that's been around for a long time, but it's still a popular one.

Machine ratings: 54%

313

1000

Minister: railway, ports,

1000

As this suggests, you're a foreign ship entering U.S. waters. You've got to make sure your home comes to old times from the old appearance and non-toxic materials. Looking at the 100-Gross-Ton Rule, your ship's stepped ship must be brought over after more of things but mostly steel frames. They include plating, gears, mating disc plates (I am even counterweights). The first start will be a new-met steel, but with the construction of steel over new appliances. Approx. 1000 pounds steel materials (over 100 in 100

Abstract

There are questions on the air today in our country about the war. Right now we are certainly fighting this war and the world machine goes on and the fact of it can't and it couldn't come on any later. There are certainly people out there



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Journal of Internal Medicine 247: 105–112

Idiocrinus rutilingui *new*



100

...the ...

Figure 1. Schematic diagram of the experimental setup. The subject is seated in a chair and views the target through a video screen. The target is a light source that is visible through a video screen. The target is a light source that is visible through a video screen.

THE SEVEN GATES OF JAMBALA

Thalion ■ Amiga ■ £24.99

There's a rule like all called Gravel and must lose the seven gates of the last to reach the seven gates of Jambala, each of which contains a piece of a powerful magic wand. The clock ticks the last 10

seconds pending levels constructed from platform networks and populated by various enemy beasts, notably some large dragons. Spells are learnt from more friendly creatures and are used for offensive while various items may be found for use too.

Presentation is high, with a promising tale sequence showing coloured dragons

rolling down the screen then the Thalion logo falling into the screen. In-game backgrounds are bright and detailed but most scenes are static. Gravel's looks and moves interesting and the huge dragons are impressive. There's a number of quality levels with neat effects and sparkling sounds.

Although the visuals and sounds of The Seven Gates of Jambala are good, gameplay is less than compelling. Platform shoot-'em-up arcade adventures as long as the last and three days that have the business instead high playability to be authentic. The Seven Gates of Jambala has neither. It's not bad but not good, and certainly not magic.

WL
Machine rating: 70%

THE SEVEN GATES OF JAMBALA

Thalion ■ Atari ST ■ £19.99

See Amiga version for gameplay. Very similar to the Amiga version, colourful graphics, good sound (though, less impressive than the Amiga, but gameplay solid and lots of passing interest.

WL
Machine rating: 71%

game's background or animation to make the story. Enemies designed and to an enemy attack waves are programmed by having their intended path with specific movements, and player-controlled items, speed, maneuvering time and so on, but finally, and the sound effects and game really to play your own game - or at least your favorite gaming skills with it.

There are three box games with SEUCK, Star Wars, and a 1/2 like of the comic book Fight, Blood & Butter: a Commands with, and PocketBall, where enemies surround the player, who's stranded in the middle of the screen.

Other than the title games, graphical quality depends upon the user's skill, although it must be pointed out that the scrolling is better. Sound is more varied, recorded in stereo. Effectively 3D effects - SEUCK would have used an impressive alternative put in good use on which, would, but would've enhanced game play.

Much fun can be had with SEUCK, particularly when designing and animating enemies, and completing the creation of your very own game is highly rewarding. It's a shame that horrendously scoring games aren't possible to allow more varied choices to be made. This situation is the last a problem but at £29.99 SEUCK is quite expensive. Effect one-up time will lose it, SEUCK won't be as addictive but should still consider it.

WL
Machine rating: 74%

SHINOBI

Amik/Sega ■ PC Engine ■ £29.95

Originally reviewed, ZGM 114

No matter how much you try, you can't get your feet perpendicular into the slot at the front of the PC Engine. Which is a pity as that's all that's missing from this latest contribution of the beat-'em-up genre.

Graphics and animation are decent quality, when seen without trying to mesh PC Engine games. Also taken for granted is the consistent playability of arcade conversions on consoles. A Shobun is probably more playable than I remember impressive.

understand for such an old game, but does not make it an essential purchase for all Shobuns.

WL
Machine update: 88%



THE UNTOUCHABLES

Ocean ■ Amiga ■ £24.99

Originally reviewed, ZGM 124

What more can be added to the comments made about this game already spotted upon it? Ocean have got the hero boys set to do the job on the Amiga version too. Graphics are possibly better than the ST version (all with the great detail and animation, accompanied by some super Tenacious-style reggae tunes. All Amiga coming 1.44 MB disks apply here.

WL
Machine update: 83%



Too good to be true?

An Amiga sound sampler plus software for under \$400!

Robin "interviewer" Candy gets Microsoft's Master Sound in the test...

Master mixes

Sound computers for any computer normally cost more than the \$399 list asking price for Master Sound. But, you can buy the same hardware for about the same price and Master Sound also includes sample editing software and sample a sequencer with sampling and playback rates of up to 40,000 Hz, an absolute top good to be true.

One of the software has been limited, the first task is to set the input level of the source source. An oscilloscope at the bottom-right corner of the screen displays the current level of the input source as a moving waveform which responds to the volume level of the source signal. If the volume level is too high the peaks of the waveform will disappear from the display. The optimum level is where the peaks are just within the display. Setting the correct input level for your source source is an important aspect of sampling. If this level is too high, the sampling and sound recorded, while it is recorded, is too low a level sound and too noisy.

MASTER AND SERVANT

The main screen is divided into two main areas. The top of the screen displays any sample data currently in memory as a graphic waveform. This represents volume changes over time. Two cursor bars are used in this display to define which section of the waveform is played. (These are used when you sample more than you actually wish to store.) Just below the display is the play-back control panel with options including volume, play, stop, display, left/right (used when all the sample data can't be fitted into the screen area), magnify



options, and loop mode feature continuously plays the sampled data within the last song.

The editing control console at the bottom is used to get your sample into a usable form. One of the handy controls is Listen to Input. This sample whenever sound is currently going into the sampler out through the monitor. It's used to help check your CD, pre-recorded disk etc. and also provides an audible check on the input setting. It's not a particularly impressive function but it is useful one which many samplers producing some professional quality samples.

A sequencer window under display is available moving from the bottom of the screen whenever record instructions. Each record list has a number from 1 to 16, just like a spreadsheet. Anytime you hit a key in the list, you can hit a record which automatically a sound sample and in what position — helping you set your sample rate. The point of this is to help you set your sample rate. Sound which sampled mainly of lower frequencies can be played back at lower rates than those made up of higher frequencies. You can have a considerable amount of memory by only sampling at right rates when

necessary. Master Sound also provides an alternative method of saving, directly with a compressed sample option. This reduced the memory occupied by the sample by 50%. It also the compressed sample into playback rate must also be reduced by 50%. A compressed sample is slightly less in quality than a straight one.

RATING SAMPLING

Samplers are created by taking "snapshots" of the recording event, rather like a film camera takes photographs of motion in very quick succession. A sample rate of 40,000 samples per second means 40,000 snapshots taken each second. The rate at which they are taken is represented in kilohertz. The higher the rate the more samples taken and the more accurate the representation of the original sound. Sample rate directly affects the quality of the sample being taken. Lower sample rates aren't capable of recording high frequencies. Samples representing high frequencies taken at a low sample rate tend to sound like a

slow sample. With the fast compressed files samples taken at lower frequencies sound less noisy. However, if this option is used repeatedly the sample starts to sound muffled.

ADLIB TO FADE

Also included is the editing software, you have about options but they don't really take much. The user can have up to 100,000 samples. The level of editing input is if you try to force in a short sample you end up losing a slice of the sample.

There are no effects options but you can create a pan effect by using the Overlay icon. This mixes two samples together so if you overlay the same sample over the top of itself with a slight displacement you end up with an echo effect.

Just like the 50% volume of Master Sound, the Amiga software includes a sequencer menu. This is very basic but you can use it to make your own sample control. For instance you could sample different sections from the same song then mix them together and overdub other sections over the top of the sequence. You can have up to four samples playing at once — one for each of the Amiga's sound channels to get your own personal mix. However, only 16,000 samples can be recorded at 16,000 Hz. This can be used and then a maximum of 16 different samples in any one sequence.

LOW - FI

The most important factor when assessing any sampler is the quality of samples that it produces. Master Sound has a long way to go before it can be regarded as one of the better Amiga samplers. Even when sampling at higher rates the samples often sound noisy. However, the package isn't doing to be a poor professional standard but the emphasis is more on fun and this is reflected in the lack of sophisticated editing commands and the inclusion of a hard sample sequence. It's a good idea to have it on the Amiga and use it significantly less than more expensive packages. The Amiga's special, drive samples to be stored in 16K format — the format used by many Amiga music packages built in. Software like Deluxe Music Construction Set and most other Amiga music programs do for relatively little money you can have a reasonable non-16K multi-use on Amiga. Microsoft PD 800-44, 80 Amiga, Cornell PL244YB, Tel: (703) 888333.

OUR MAN IN

There's not just one console launched this month in Japan, but TWO! Both of them are from NEC and both belong to the Engine family. NEC have also leaked news of an amazing hand-held PC Engine. Shintaro Kameya Investigates...

Konnects was imagined you with a NEC PC Engine? Imagine, if you will, that old lady, same story from the Home Electronics Department, come up to you and present a fairly good looking console, running some impressive title games. It goes on sale as the PC Engine sounds familiar — but the use

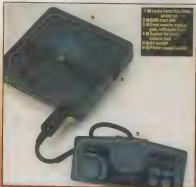
reduced success — even in the States. Soon after, seven 16-bit machines begin to take your shuffling, so the boys come up with the Super 32-bit. The new machine is an improvement over the original and has the bonus of a huge library called the Power Cartridge. This, yet again, makes the public curious. Oh, he should have thought

Accordingly, the new Engine is not enough for the mode-hungry public. The gaps in the NEC have now yet more Engines into the marketplace. But now we have the Super 32-bit with approximately double the storage and display power, the PC Engine Shuttle and the PC Engine Core.

SHUTTLE SHUFFLE

The PC Engine Shuttle — as it should be called — is the young cousin PC Engine. It's what you get the kids for Christmas if they've been nagging all year for a PC Engine, and you feel

like being patronized and condescending. The Shuttle is a cheap PC Engine, and a real dog-eating standard one at that. It's about £25 less than your Average Engine, featured in the new NEC price guide, and has two storage wings along the top of it. Fitted this is the real aerodynamic computer since the Shuttle or it's an attempt to look like something out of Japanese Cosplay. Again, with the obvious 'front' view, the Shuttle is lacking one important feature that has made the original such an attraction — the extension port. Yes, that's right, there's no place to slot your CD-ROM or connect in ARK. Although, it does have a connector for a battery pack. And it has the option on the rear panel comes bundled with the rear controller port. Turbo Red 2 like the old one with adjustable speed fan.



- 1 16 Locks onto the front panel
- 2 16 Locks onto the front panel
- 3 16 Locks onto the front panel
- 4 16 Locks onto the front panel
- 5 16 Locks onto the front panel
- 6 16 Locks onto the front panel



■ Breeding the national NEC has other Power Cards





CORE, IT'S
FAMILIAR

But the big *main* discovery happened in the process of the RC English Core Course. Boy, is this one book of a madman! A truly magnificent pleasure was over the original English. The Core Course is remarkably the same subject the same way, the same price as the original but it's grey with blue print. So what's the difference between the two? (The original) is *limited*, nothing more, nothing less.

[illegible]

able to run existing PC engine games. It also is much lighter than the Game Boy and has a screen size 10 times larger. Perhaps there's play in NEC development here, too.





■ Double Dragon 2 on the other puts you in control of a street fighter out for the blood of the thugs responsible for taking your girlfriend.

beat 'em up games is death by combining elements from other popular games types.

Just when we thought the old-style beat-'em-up was dead System 2 released the classic International Karate*. This really is the definitive beat-'em-

up. No talking screens, no flashy gimmicks — just pure undifferentiated knockout violence. It took the formula set in Exploding Fist further by adding every opponent and move imaginable from Street Fighter and so more usable for

the
increase
in cost-
effectiveness
because
Double
Dragon
with cheap-
pricing, but
also looked
a lot with an
extensive con-
version of the
release Double
Dragon II — The
Hardcore. The only
major original game
released during this time was
Last Ninja 2 made
again from
System 2's
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bring us
up to date.
Beat 'em up's
have been with us for
five years. Just about every
possible combat sport has
been covered at all times and
game.

So thank you have it — the
history of the beat-'em-up. If
you fish through the mounds
that you're looking at, you'll
discover at least one play game
and there are more planned for
release over the coming
months. The genre, while get-
ting more sophisticated, will
remain as popular.

Real America
 And all potential buyers instantly claim this. The three scenarios in the play are as starkly outlined as looking down into the void. The central conflict exists in the Game Day's future... simply. What will it be? (Theater, and the world of buyers, a first meeting point, finally when you play through the Love Lane, and there's a chance of obtaining a "first game" when buying the first of the game at the upper level.)

2 NEW LYNX

The action isn't always confined to the CES arena — oh, no! Marshall took a trip over to a nearby hotel and discovered two brand new games for Atari's Lynx.

Quartet 3 plays a variety of Super Mario Bros.-style mini-games with the addition of phones and other strategy challenges, mainly played along — and featuring — one for the collection and cover that has become synonymous to the hand-held device with the Lynx. However, due to the extensive design of this third in the series, we'll have to wait until Lynx is released to see

what new options and challenges are in play. **Star's Challenge** is a more action-oriented and challenging, three-position racing mini-3D. It's more focused by tactics and features. The Star's Challenge character (taken from the overrated film) focuses about getting up steps in a spiral column. There's a much more complex object that the game itself isn't sure yet to be equal to its hand-held. **Star's Challenge** is definitely a challenge game.



The game is also available on the Atari Lynx 2, which is a more powerful device than the original Lynx. It's a more powerful device than the original Lynx.

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SIMON SAYS

Simon, at your service, the night and sound game introduced two years ago. It's a more powerful device than the original Lynx.

The game is also available on the Atari Lynx 2, which is a more powerful device than the original Lynx. It's a more powerful device than the original Lynx.

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The game is also available on the Atari Lynx 2, which is a more powerful device than the original Lynx. It's a more powerful device than the original Lynx.



DEEP INTO SPACE ACE

Toughest challenge of 1999? Maybe.... but from the depths of frustration don't despair! TGM

gives you the lowdown for high achievement with our Players Guide to the brilliant cartoon hit Space Ace.

SCENE 1

Don attacks on an anti-gravity platform. Move right, left and down to dodge the laser bolts.

SCENE 2

A floating island with two screaming legs tries to push Don into a small hole. Move right, left and left to avoid it.

SCENE 3

Donut is chased by two ship by enemy floating robots. Move the stick down and up.

SCENE 4

Don is flying towards Earl's Space Station. Push up to avoid floating into it.

SCENE 5

Inside the station a tough member tries to turn Ace into lunch. Press fire to kill it.

SCENE 6

Don must escape from a large, crushing arm by leaping across a broken bridge to safety. Press right and up to proceed.

SCENE 7

To cross the moving platform, press left and right.

SCENE 8

On a rock path another of Donut's minions chases Don for his next meal. Press down and right to escape its grasp.

SCENE 9

Further along the path, another local inhabitant appears with press, jumping down and left gets you past him.

SCENE 10

This turn is getting dangerous! Press fire to blow the next monster's head off.

SCENE 11

Don is dropped onto a stone bridge before two cows. Press up to escape the two cat people that come up behind you.

SCENE 12

In the maze of corridors that make up Earl's tor, Don is attacked by two scary dogs. Press up to avoid them.



SCENE 13

The dogs are still set on your tail. All three right off run up the stairs together.

SCENE 14

Energy conducts! Run along the corridor. Jump up to avoid the dogs, and a flooding wall.

SCENE 15

Four stands! Call back! Two security robots. Run right to avoid the dogs, and a flooding wall.

SCENE 16

Another wonder! Run with energy conducts! Hang a serious left to play dead.

SCENE 17

A huge laser! Don't stand in front of it! Dodge left to avoid a slanted, crunched laser beam.

SCENE 18

Bo's stronghold is cornered in sight. Run right to avoid another laser beam.

SCENE 19

Don't just stand there, push up to climb that ladder.

SCENE 20

Run over fences on a bridge! Press fire and right to avoid Bo's flanking staff.

SCENE 21

Fire and right! Save the Ace, yet again.

SCENE 22

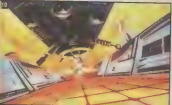
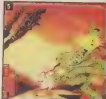
Bo's swings his staff down towards Ace's head. Fire and right! Avoid being knocked out.

SCENE 23

Ace goes on the offensive, but Bo's counter with a round-house kick. Fire and down! Avoid being down.

SCENE 24

Ace ends up flat on his back. Bo's swings down his staff to finish off our hero. Press fire to defeat it.





SCENE 25

Back on the boat, Ace must get again through Bart's suit. Up and down makes you feel safe in the air and then back.

SCENE 26

It's the last time Ace must dodge the Commander's object, before jumping on his back. Right and down to mount the end that.

SCENE 27

Clinging to Bart's back, Ace must shoot that orb... it's falling to the water's jet. Pressing fire sends Ace soaring through the air to catch a nearby rope.

SCENE 28

Swinging on the rope, Ace must land on the platform. Kemberly is strapped to the platform in the current, save your energy.

SCENE 29

Ace releases Kemberly, but the platform is falling into the lava pit. Jump right to escape.

SCENE 30

With Kemberly safe, Ace must dodge Bart's orbital Ray. Jump right to avoid the deadly power.

SCENE 31

Orbital must now sprint left along the platform.

SCENE 32

Ace comes across a bridge filled with enemies. Instantly eliminating, Ace jumps right to jump across back from the ray.

SCENE 33

Ace has an idea. Push one of the enemies in front of the ray to deflect the perilous orbital Ray back at Commander Bart. Press left and right to do this.

And there you have it: Bart is, to quote Indiana Jones, justly "turned in a hole." Earth's saved once again from...
Thank you all so much for...
and, of course, Empire.



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by Rob Stevens



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Hard Drivin'

Amiga

If you're having problems qualifying for the big race then read right there — use this cheat from Julian Robinson of Stafford.

- 1) At the start of the game drive extremely slowly and make a 180 degree turn.
- 2) Now follow the road under the bridge and on the fork junction take the road on the right.
- 3) Just before the checkpoint slow down, then go through it and make another 180 degree turn.
- 4) Carry on back through the checkpoint.
- 5) Let the time run out so that you qualify for the Championship Lap.

Strider

Amiga

Despite the attractive graphics I never really got into this game. Regardles, it's a very popular version of Capcom's coin-op. J.L. McArthur of Morlake has found a cheat.

Altered Beast

Spectrum

Steve Nove from Birmingham wrote it is easy, while playing the game press all the keys on the keyboard in progress to the next level.



Start the game and press F5 to pause the game. Now hold down the HOLD F1 left shift and 1 keys together. The cheat mode is now activated. Upgrade the game. Press number 1-10 to select different levels and F1-F4 for the different stages within each level.

Beach Volley

Amiga

Stephen Roscombe from Cornwall discovered that if you type DADDYMACRY while you're playing the game you can skip levels by pressing F1.

Galaga '88

PC Engine

A classic shoot-'em-up, it's not graphically stunning but it's just so playable, a must for all PC Engine owners. Mark Mansfield from Northampton offers some advice on how to boost your score.

On the bonus systems (the periodic bonus) don't start moving your ship or fire at any of the aliens, you will receive a bonus bonus.

New Zealand Story

Spectrum

Yet another cheat for Dossan's great arcade conversion. Whims on the title screen type in PHILLIP. This gives him and Tim improved firepower. While typing G the same thing while playing the game thins-

Treasure Island Dizzy

Amiga/ST

If you're having problems with Code Masters' great game that no longer has a sequel from Duxton know exactly where you've got to use all those objects. A boat — before the pit. A basket — in the water. A green ladder — in the green on island bar. A magic stone — in the tower, put on island bar. A detonator and dynamite — in

the mine on island bar. A sea and bottle — at the bridge on island bar. A sack of gold coins — in the shop. A pig-pigged suit — in the shop. A sea and bottle — in the shop. A gold egg — in the shop. A sea key — in the smuggler's room. A crew bar — on the rock in the water.

ports you to the next level. Thanks to Matthew Kennedy of High Wycombe for that one.

Stormlord

Amiga

Shawn Haddon, Plymouth. What the credits screen is displayed type in GAAAG. CHERISHED. A message indicating that the cheat mode has been activated then appears. Start the game at about 10000 points. For three passes 1, in advance levels.

Battle Squadron

Amiga

Andrew McIlwain, Romsey. In Attack the river (area) in the following order: blue, blue, one. In The green (area) is a red for player one. In Player two should equip himself with the blue and yellow

weapons. 1) The game is easier in one-player mode. 2) Set the maximum time delay for the enemy shots. 3) Have only eight shots on screen. 4) Start with blue.

Stunt Car Racer

All Formats

Racing games seem to be at the height of the moment with Power Link, Turbo Out Run, Road Doctor, and the newcomer to them all, MicroPro's Stunt Car Racer. But this reminds me of my favourite and for the most part you can give the other games without really up to handle every two seconds. Thanks go to Jason Bisher from Chippenham for this set of tips.

GENERAL TIPS:

Before racing it's a good idea to practice first. That way you can get a good feel for the controls in the lower decisions you can

Mickey Mouse

Nintendo Game Boy

At last, code tips for the Game Boy. Gareth Butler from Edgworth has mastered Mickey Mouse and here are the codes for all 80 levels.

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6) 22779	69) 22779	79) 2222	89) 2222	100) 2222

INDIANA JONES

and the last crusade



All formats

The sound of three initializations of Indy's fist. Thanks go to Atari, Sun House from Atlanta, and Cinemasys from Fort Lauderdale for the maps.

THE CASTLE OF BRUNWOLD

After the battle and knock out the bullet. Go south and reach the room until you find a small German soldier. Talk nicely to him, and you will be rewarded with information about the castle. Offer to get him another drink and he will give you the stone (right). Now go to the room with the burning fire and the key of beer. Use the stone with the key, use the stone with the red cross, then use the stone with the red again. When the stone with the key has gone, pick up the red cross and leave. Go back to the entrance to the castle.

MAP 2

Once the stone is guard out, go through the door and pick up the German's uniform that is in the room. A suit of the German and a small person will be rewarded. Once it again (you'll find it useful later in the game). Leave the room. Go to guard him. I'm telling, the leather jacket, I've got a hundred, 75 Marks, just the thing for a guard. Go up the stairs.

MAP 3

Go through door one. Open and examine the chest. Use the German's uniform that is in the room. Give the German that you see from Henry's moved to guard (right). You will see a sequence about a dead card and

a combination. Remember where the first 4 keys. Go through door two. Open the chest and look inside. Examine the uniform. You should now have a key (through back into Indiana) and take the stone. Go back, downstairs, and return to the place where you found the German's uniform. Use the stone key in the chest and pick up the grey uniform. Leave the room. Go back to the stone, change into the grey uniform, then enter room one. Shoot up guard that go through door and use the first key to leave room and go up the stairs.

MAP 4

Use the guard unit. Open your pants and look. And no one is removed the stone on your pocket. Leave the bedroom and enter. Go through door one. Go back to the stone, change into the grey uniform, then enter room one. Shoot up guard that go through door and use the first key to leave room and go up the stairs. Now go back to the kitchen where you originally found the beer and remember to change into Indiana before going down stairs. Pick up the stone with the key. Go back upstairs. Remember to change into the grey uniform and give the key to the guard. When he is removed with the stone, look for the stone with the key. Now go back up guard two and go through door two. Look through the window and pick up the silver key hanging from the wall. Use the silver key in door three. An alarm will sound and German thugs will come and find you. Hold the first down until you hear the first sound. Then go to a small with Henry. Save the game now.

For free, you can play the

game so that they line up with the large one on that when Indy kills the second 4 out through the ropes that's why it is advisable to save the game just in case you don't get it right first time. Once free, open the body of the statue in the left of the fireplace then leave through the secret passage. Go right and use the stone key.

Go back way to the left you will stop at a checkpoint. Use the key to go to the guard. Then go out of the castle. The only objects I can find are three Marks. Give him the money and then say there is 50 Marks. You will now be allowed through the checkpoint.

When you arrive at Berlin, Max will give you the third diary book. You will soon run and hide about how the game and he will give a key for you. You now have a small level pass. Go to the airport.

There are several ways of completing the last section, if you have enough money you can buy the ticket for the

Zeppelin or you can steal the ticket from the man at the bus stop. To do this, go to Henry to ask the man about his grandchild. Then when the man is taking his car away to park the Zeppelin. If you do get on the Zeppelin, there are two more guards to fight so try this instead. Once the Zeppelin is outside the airport, to start it you must push all the switches up, move the dial to 1, use on the wire, indicator to make it green, pull out the 7 wire and black knob, push it and pull out the 7 wire until the arrow on the dial points to green, push in and pull out the black knob three times then push the red starter button.

After you have reached the plane, steal the ticket. Each time that you are stopped at the checkpoint show the guard your travel pass. He will let you through providing it is signed by Henry. You will now be at the airport where you will have to wait and read issues for the rest of the mission.

The Untouchables

C84

Thanks to Martin and Jonathan Griffin, Hayward House.

LEVEL 1 — THE WAREHOUSE

Caspana's thugs are subordinated according to what they drop when shot.

Light blue — no bonus

Light green — either a red or gold ring is dropped. When collected your health is restored to either 100% or 50%.

Dark green — a whole barrel is dropped when collected. You lose a. weakened by one minute.

Grey — a gun case is dropped when collected. Your gun is enhanced, though the number of bullets is reduced.

White — these are Caspana's bookkeepers. When shot either one or two 10% of the evidence is dropped. When these drop, you lose until you have collected all the evidence. You will then go onto level two.

When you start the game try to make sure that the reward that you shoot is dark green. You will find the rating time useful.

Once you have collected over 50% of the evidence the game gets harder. Caspana's thugs now need to be shot more than once unless you have the pink gun. Caspana's bookkeepers will also become harder to shoot as they will be

able to run to another part of the warehouse.

To not to outside into the pool-rooms as they will disappear, only to return later. This means that you must stay in the pool-rooms as they will disappear, only to return later. This means that you must stay in the pool-rooms as they will disappear, only to return later.

LEVEL 2

— THE BRIDGE

To complete this level you must shoot Caspana's henchmen until the baseball bat on the statue panel is fully depleted — all four of your characters must survive the shoot out. You don't have to collect any items on this level to just keep an eye on your time and your characters' health. You will find this level easier to complete if your partner has an accurate option.

LEVEL 3

— THE ALLEYS

You have to be quick on the draw to complete this level. You are equipped with a double barrel shotgun and will find yourself continuously reloading to avoid being shot at a backstreet by running the psychology to the far left. To progress to level four all characters must survive either a character is low on energy, which is the character with the most energy.

WHAT THE HELL DO YOU THINK OF TGM ANYWAY?

Have you a passionate opinion about TGM? Do you know how to make the world's most happenin' magazine better? Or do you just want to win lots of free software? Whatever the case, there's no need to take to the waterlogged streets of Ludlow, chanting slogans against the Newsfield secret police. No, all you need to do is get out a pen and fill in the form below. We want to know what you really think of TGM, so be truthful, honest and remember to include your address. The first two entries drawn out of a hat will win £50 software vouchers, while the next five get TGM goodies including a binder, T-shirt and Le CNo camera. So get writing now and tell us!

1. Are you **MALE** ☐ **FEMALE** ☐

2. How old are you? _____

3. Are you
☐ AT SCHOOL
☐ COLLEGE/UNIVERSITY
☐ WORKING (Full Time)
☐ WORKING PART TIME

4. If you were editor of TGM, what would you:
☐ CHANG — please state:
☐ What is your specific reason?
☐ IMPROVE ☐ DISC ☐ FILLER
☐ CDS ☐ CD-ROMS ☐ SOFTWARE

5. On average, how many other people read your copy of TGM?

7. How do you get TGM?
☐ SUBSCRIPTION
☐ PURCHASED ON DELIVERY AT
☐ WORKPLACE
☐ OFF THE SHELF AT WHOLESALE
☐ OFF THE SHELF AT RETAILER (Type of SHOP please specify type)

8. Which other magazines do you buy?
☐ NME
☐ DASH
☐ THE AVANTAGE
☐ COMPACT & Video Games
☐ NEW COMPUTER BUSINESS
☐ THE ONE
☐ ZEN
☐ DASH
☐ OTHER (please specify)

9. Do you use your computer for anything other than playing games?
☐ YES ☐ NO
 If yes please state other uses: _____

10. Do you intend to buy a new computer or games console in the next six months?
☐ YES ☐ NO
 If yes please specify make and model: _____

11. On average how much do you spend on computer games every week?
☐ £0-5 ☐ £5-10 ☐ £10-15 ☐ £15-20
 If more than £20 please specify: _____

12. Which type of software do you usually buy?
☐ Budget ☐ Full price

13. Of all the titles and peripherals you own, how many are yours to keep? Which three do you think are the most important?

14. Where do you usually buy your software?
☐ WHOLESALE (Full Time)
☐ WHOLESALE (Part Time)
☐ RETAIL (Full Time)
☐ RETAIL (Part Time)

15. What is the major influence on your decision to buy a computer game?

- ☐ A REVIEW IN TGM
☐ OTHER MAGAZINE REVIEWS
☐ WORD OF MOUTH
☐ ADVERTISING AND PROMOTIONAL TGM
☐ PRODUCE A SOFTWARE HOUSE
☐ PRICE
☐ FRIENDS OR OTHER EDITORS
 (Other influences)

16. Which type of game do you enjoy playing the most?
☐ Action/Adventure
☐ Strategy
☐ Simulation
☐ Sports
☐ Shoot 'em up
☐ Other (please specify)

17. Please award marks out of ten for each of the following features in TGM:

- | | |
|--------------------|------------------|
| Advertisements | Product Features |
| General Features | Reviews |
| Our regular issues | Type |
| Adaptability | Value for Money |
| Competition | Value |
| Service | Reader Page |
| Graphics | |

18. Do you enjoy reading magazines in a feature?
☐ YES ☐ NO

19. Please rate TGM's coverage of software out of ten:
☐ None ☐ Positive ☐ Negative

20. Do you like the modern style?
☐ YES ☐ NO

21. Are the reviews detailed enough?
☐ YES ☐ NO

22. Are the reviews long enough?
☐ YES ☐ NO

23. Are there enough advertisements?
☐ YES ☐ NO

24. Are the comments detailed enough?
☐ YES ☐ NO

25. How often do you agree with the ratings?
☐ Always ☐ Usually

26. How often do you read TGM?

27. Do you use TGM as a source of reference when buying software?
☐ Always ☐ Sometimes ☐ Never

28. Do you subscribe to a computer magazine or any other magazine?
☐ YES ☐ NO

29. Which of the following did you object to seeing in TGM?
☐ Product Reviews ☐ Product Coverage
☐ Reviews ☐ Price

30. Do you own a CD player?
☐ YES ☐ NO

31. Are there any other areas of computer before your time to see more coverage on?

32. Do you use TGM as a source of reference when buying software?
☐ ALWAYS ☐ SOMETIMES ☐ NEVER

33. What are your favourite features in TGM?

34. What type of computer/terminal do you own?

35. If you were Editor of TGM for a day, what would you change or include? (You may use another sheet of paper if you wish)

Now cut out this page (or a photocopy) and send it to: TGM Questionnaire, PO Box 10, Ludlow, Shropshire SY8 1DB. Get your opinions here by April 15, for a chance to be heard, taken seriously and — most importantly — to WIN a prize!

Make sure we know where to send your prize, should you win — fill in your name and address below:

Name _____
 Address _____

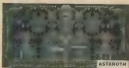
INDUSTRY WITHOUT



PETE LYONS: ARTIST

By way of a brief personal introduction, I would describe myself as an argumentative, anti-boss, socialist, anarchist, hippie who, having finished his schooling for none, went to a Catholic Grammar School and created rebellion from an early age. I grew obsessively and despite an interest in science, eventually found myself with a degree in Fine Art/Painting. After a long list of jobs and hours of poverty I designed various Christmas presents to acquire a 100 Space and was immediately hooked. I was — still am — doing a variety of graphic odd-jobs, book covers and illustrations, but my real addiction was to become a programmer.

The many hours wasted playing addictive games convinced me that I could come up with game graphics the equal of anything



around. The possibilities of animating my pictures or even creating whole worlds of imagination was exhilarating to a long-standing science-fiction fan such as myself. At this stage I had never even attempted a color image as I had only a monochrome monitor and no TV monitor. Answering an ad in the press, I was put in contact with Steve Bell who immediately demanded that I demonstrate my worth. I produced an awful picture, being completely unfamiliar with the art package and language.

Nevertheless, I must have shown some talent because we subsequently collaborated on games such as Mar-

ble Mid 3, Goldrunner, Gemini and Leatherneck. These were published by Microdeal for whom I also produced the graphics for Tanglemood, Airball, International Soccer and Knight Night.

Since then I have come up with the graphics for many computer titles, principally Miraculous and Harlequin. These include Asteroth, Eliminator and Scorpion.

This last year or so I have not been nearly as active. Almost a case of burnout you might say. Being a free-lancer has its drawbacks, months of work can be wiped out if the programmer fails to adequately implement the original game design by either reworking or ditching the graphics all together, or going dramatically over the deadline and breaching the commissioning company. I'm sure they know about the artist, right?

The problem with any attempt to teach a professional is not verbal. At teaching is that the words themselves tell the class how they achieve what they do. No doubt this has something to do with the many single individual elements involved when programming is done. If these are however various kinds of the same, such as those used in any kind of text editor.

A picture is contained, usually, in one of two ways, either as a complete entity, just passing into your mind as a work, or as an extended improved description. Both approaches can be facilitated by programs, one of the typical features of any graphics package. One of the most useful of all is the ability to make a picture. Furthermore, many packages enable the image to be moved at various stages or quickly saved in memory. The second is experimental with no moving as the job is completed with the new position or layout and then as you go, making your steps. If you can do this, definitely not possible with any normal art techniques.

DON'T LOOK FOR PERFECTION

The mistake many novices make is trying to achieve perfection from the start. The picture should be built up layer by layer, almost like building the thing into ever deeper holes. The first models built up, work in pieces, starting out with crude black and white sketches (the Content) and superimposing an increasingly refined image by successively burning and reducing the content of the previous stage (drawing). Inevitably and finally applying ever more sophisticated layers of paint (coloring). This approach is made even more flexible using a computer as the whole image can be broken up into discrete elements that are only assembled

ART IS BRUTALITY

John Ruskin
23 February 1979

Are you a brute or a maestro? Think you have the drop on paint when it comes to computer creation? Then brush up your technique with Pete Lyon, one of Britain's top graphic designers on the computer...

later. In other words, the whole process is best considered as a logistical exercise, the parts such as foreground and background being mixed differently and ideally in an optimum sequence. I have attempted to demonstrate this in a sequence of simple pictures showing the stages leading to a finished piece. (The Daily Mail newspaper).

The choice of palette is essential in its really because of the limited colour displays of some computers, a careful balancing act. The colours are chosen on either a logical basis, as the sky is blue, the grass is green, etc, or as sequences or ranges of shades from dark to light — all depending on the nature of the intended picture. The latter allows you to produce more rounded, realistic images using the few gradations of colour to define the main shapes, shades and texture of the object. You will also need intermediate hues to reduce the risk of inevitable colour errors resulting from the relatively low colour reproduction on most computers (half-toning). The main feature of a picture, such as a figure in the foreground, has the majority of the colours made available. It is usually five variations on each, yellow and pink for flesh tones, whereas you can often get away with a single colour (plumbeous) background. So don't use up the bulk of your precious colours doing fairly simple in the sky, leaving only a few for the final touch.

DIGITISING DILEMMAS

Almost as old as Art itself is the artist's dodge, it goes back to the use of the Camera Obscura in the 15th century or looking at shadows on the cave walls in prehistoric times. The use of the digitiser therefore has no too-outside precedents. Scanners or digitisers are a useful short-

cut. The snag is, though, that their use is easily detectable and tends to devalue the work of an image. It is as if you to create a hand-drawn style in that of a machine-generated one for deep and mysterious reasons beyond the scope of this article. In the past I have even had pictures dismissed seemingly as being merely digitised when in fact they were not and had involved considerable time and effort on my part.

Digitising has its place as the analysis of movement as an aid to animation, but again the effect of constantly redrawing each frame can be counterproductive. The early animation used a similar technique of freezing five actions called 'kineographing' it is useful for examining the animation. It samples objects from different angles, such as a rotating spaceship. But in this instance a 3-D CAD package is more useful, on the other hand it is more expensive.

Animation is best approached by first drawing a key frame, possibly from different angles. From two or three key frames of the successive stages of movement, then the intermediate, often along into digital form previously rendered frames. The sequence is previewed and adjusted accordingly. It is a good idea to decide by how many positions frame the character is to move and then make sure the legs or whole wheels look onto the ground and there always at exactly the right rate. A position record of information are the tracks. In the earliest photographs, Mutoscope, published by Deane, everyone talks from stage.

LIAISING WITH THE PROGRAMMER

In producing the graphics for a game, I am very much restricted by the legitimate demands of the programmer. It is not an ideal



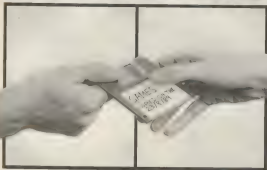
Warrior on Horse



Warrior on animal on ground and Warrior



WARNING



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Ant attack

CD technology is no longer a thing of the future. As many PC Engine owners will testify, you too can have real music and megabytes of graphics raw, today, and in your own home. Witness the recent CES Show in Las Vegas: Marshall M. Rosenthal stepped back to the Fifties and forward to technology to take part in the NEC/Cinemaware project that brings *It Came From The Desert* to PC Engine CD-ROM owners.

Technology has moved a long way since we first marveled at the 1980s' optical head-on assault when the Atari 5200 displayed four sprites instead of two. Or when Frogger featured headless flails. That is, big things have progressed, but not so fast.

But, nowadays, technology rarely tells itself, rather a very big marketing machine. Sometimes we get amazing, eye-popping pictures like the Jungs, and other times we can get the Game Boy, a machine that would hardly be described as an advance in technology, but still a fun little gadget with a high perceived value — namely, at the cutting edge of technology, though, however, what's important is that consumers believe so.

The latest piece of ground-breaking hardware is undoubtedly NEC's PC Engine (known as the Super 32) which sports an innovative interactive CD player. Much has been said about the speed of the system, the great gameplay that simulates the fast motion of an S-100 machine and the wide range of peripherals. The additional CD player adds megabytes of information and high-quality digitized sound effects and music. But the best is yet to come.

NEC ENTER THE CINEMA

Take a step forward to the 1950s Hotel in Las Vegas, Nevada, ignore the flashing marquee, breaking hand as they flash their crystal eyes to the machines, winning without and further down the endless hall, return us to the Grand Ballroom and behold what appears to be a television set, with video equipment, switches, cameras and cables pointing to and fro. What are we looking at — and about to see in action — is a new process that can digitize people and sound and place them onto CD discs. The final output being outstanding video/audio interlaced with computer graphics for incredibly realistic game scenarios. Here's

with Cinemaware President, Ben Jacob (and next to the same school, and realize that his eyes are gleaming with delight as he promises that I won't be disappointed).

Cinemaware intend to demonstrate the system using a number of the audience. I wonder who it will be. Well, me! I repeat, while showing two fellow, competing companies to the floor (my first in America). And because I'm so special, attractive and possess such a magnetic personality (and a bit Magnus), they choose me. Okay, for real, it's because I asked the technician a few minutes ago if you don't get it to be at the forefront of technology without listening to David Hudson, director of the Interactive Entertainment Group, for Cinemaware, he explains to the technology audience all about the technology in the development, and why it comes to be.

Well at Cinemaware came from a classic background, with many of us — including myself — having television and movie experience. The idea of true interactivity requires many things — people like me, creative people to help, but mostly the ability to do more than just suspend belief while game playing. You have to be able to move past the interface and get into the game.

This has not been easy to do, notes Horvath, especially when dealing with computer graphics — images that are approximating reality. Regardless of how convincing, they are not real life. *It Came From The Desert* is available on the Jungs, but more on this and the real deal this is where the CD-ROM comes into action and where what we call Multi-Media begins.

CD-ROM is a device which can store images as well as sound from a complete disc into a computer. These images can be manipulated in an instant, but they're not the real word in a rapidly moving technology.

FROM SET TO SCREEN

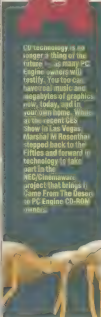
Here all of this work is related both in traditional film techniques as well as computerized ones. As Horvath points out, photo-real is created by having actual voices and sound, plus video-quality motion images. The real feature as demonstrated by the live Cinemaware is using for the project. The large green screen is the background for the actors to appear against. Video switches enable the actor's image to be dropped onto another scene — similar to placing a paper doll onto a painting. The guests behind the actor don't need as the video screen passes through, and so disappears.

Horvath continues, using CD-ROM as the working medium gives us the capacity to hold the huge amount of data required for photo-real gaming, and, of course, provides the necessary real-time processing. Full video animation takes about 20 frames a second, it's a bit jerky at times but we

And it's the live (big surprise) the PC Engine.

The project is the result of a marriage between NEC and Cinemaware. It

seems nature — as the quality of interactive gaming has been a standard pushed ever higher by the Californian company. I take out a few minutes to break 1987/88



Art by Bob Baker



WIN! WIN! WIN!

A SUPER GRAFX!

THINK IT OR LOSE IT!



THE ULTIMATE ENGINE EXPERIENCE

1
2
3
4
5

There was a young man from Japan
Who was a PC Engine fan
He liked games in space
Especially Battle Ace

PAL O SCART 71 MORE INFO ON THE PC ENGINE/SUPER GRAFX (1)
(PLEASE TICK BOX)

Rush off your entry to: SUPER GRAFX COMPO, TGM, PO Box 10,
Ludlow, Shropshire SY8 1DB. Closing date March 5.

We brought you the first stunning pictures of the PC Engine and now you've seen the latest Japanese games machines — the Super Grafx, the mind-blowing PC Engine II. So who better to collaborate with than the first UK company to import the PC Engine, Shropshire-based Micromania.

Micromania's version of the new PC Engine Super Grafx is so impressive (see page 42) that we're giving one away! This is undoubtedly one of the world's best consoles and here's how you can get your hands on it...

Scattered around the page are screen shots of five wild and PC Engine games. Just identify each picture, placing your answers on the form below, fill in the In-Reader Interlink, and send off the form to the usual address and you could be playing Japan's hottest machine very soon!

Beat the ATC strike

CONTEMPORARY STUDIES

1. *revelation* 11:10 *revelation* 11:10
2. *revelation* 11:10 *revelation* 11:10

Amiga based **Command**
Simulation have produced **Blitzkrieg** at
the Amiga, which lets you simulate
the action of the Battle of the Bulge in
1945. Available on the Amiga in standard
and 640 kbps versions, **Blitzkrieg**
includes V.I. tracks, German soldiers,
anti-tankcraft and three map varia-
tions, with the standard one map
version includes tank movement,
combat map, tanks, tanks, tanks, tanks,
available intelligence reports etc.

Dr. PARTI's novel might also shuffle over to Dr. Garmet's place for a touch of the old-world mysticism — he has a sacred punch recipe, you know. Actually, PARTI stands for Particle Accelerator and Resonance Transverse Integration Dr. Garmet, a sort of Shinto Gisho-type god, was tracking the computer fever to these subatomic particles, he needed a human one (perhaps Dr. papi) to achieve a special connection with the molecules. *Reborn*

Is not a solution of control and limit a better

went predictably wrong and, to cut a long story short, your mind is now in the computer. You, of course, have to get out — in a mental sort of way. But like Jim, I suppose. Anyway PART II, a pure test adventure written by Michael and Duffy Baskin (creators of *Infidel*, *Suspended* and *Just Times* in *Telezone*), is available on the PC from America's First Real Software. Other versions (possibly C64 and Amiga) may follow.

GAP DOWN UNDER

Fans of Panzer Games' *Five Brigades* launched a Golden Scroll in 1988 may be interested to know that the next release from the Australian importers will be *Public Gap*. Incidentally, the original *Five Brigades* made many friends, not least the US Army who are now using it to study the logistics of supply. Colleagues of mine in the States have even suggested that *Five Brigades* may form the basis of a rather serious, second generation, ground warfare simulator for the US Army called, suitably enough, *2000*.

After a second generation simulation, it's farewell from a second generation games reviewer. Goodnight, Good Night and stay happy.

Paul Hogg, TCM, PO Box 10, Ludlow, Shropshire SY8 1DB.

C64 £18.99 (disk only)

DRAGON WARS

Interplay

They have been a bit quiet, haven't they? After what seemed like ages, Interplay have produced another RPG. The game supports characters from the Bard's Tale trilogy, and so could easily be called *Bard's Tale IV*.

You and your party are off to find Olaf, a legendary elf. You know the sort of thing — characters paired with gold, horses, etc.



Spectrum £12.99

THE GENERAL

OGS

The General about OGS and author Ian Williams at their most innovative. This is because they have tried to simulate Peter Spence's *Antiscope* system. What's so innovative about that, then? Well, consider a few facts. The game is for the Spectrum, which is a single seat one only computer and the 486 — a daunting one, indeed. It is the design of the opening screen that makes *The General* such a success.

The game opened in the *Antiscope* with a *Minicircle II* view (described as if trying to simulate one particular battle view in *Antic Antiscope*) and properly inspiring the artist of *Antiscope* (it is a fact *II* helped features of whatever Ian Williams has decided to capture a stylistic style).

This represents a small European state which is being attacked through your city. Opening a narrow valley. Just in the land, ed access, only a small number of the

enemy can attack at once.

The game offers good fog of war features, such as *Antiscope* (described by a very interesting feature) and smoke — a very important element which *Antic*'s *Antiscope* doesn't have. *Antiscope II* *Antiscope*, you give your orders in an English fashion — although it's a lot easier and easier to use than *Antiscope*. Other features, such as realistic Napoleonic tactics, morale, reports and progress, as well as integrated controlling, all look promising.

OGS are to be congratulated for producing such a well designed game which can be confidently recommended to any serious Spectrum Napoleonic War player.



In 1988, old *Minicircle II* after being shipwrecked, you are imprisoned on suspicion of kidnapping — a fact which has been recently followed by the distant King.

Enter. You begin the game in *Prophecy* and the *Minicircle II* which you must escape.

Interplay have taken the *Minicircle II* and system and upgraded previous elements in an effort to update it. The most important, and probably the most innovative change is the introduction of an *Antiscope II* *Antiscope*. *Antiscope II* *Antiscope*, you give your orders in an English fashion — although it's a lot easier and easier to use than *Antiscope*. Other features, such as realistic Napoleonic tactics, morale, reports and progress, as well as integrated controlling, all look promising.

The control is improved with quite complex changes on ranged combat, type of attack and defense etc. *Antiscope* have been enhanced to include categories like *Druid* *Wizard* and *Dark Mage*. Also, attributes have been redesigned and there's a handy *3-D* *Antiscope* option.

The end product is an RPG which is far better balanced than the *Minicircle II* was ever was. *Antiscope* simulation is much improved making *Dragon Wars* an easy-to-use, and delivering a good helping of humor.



DRAGON WARS

Attack

Dodge enemies

Use item

Use weapon

Load weapon

Run

? View the party

C-- to go back

PC £24.95

THE THIRD COURIER

Accolade

Accolade's *The Third Courier* keeps you on a trail of spies, secrets, intrigue and spy codebreakers. You are Moonlander number six, on the trail of a set of secret field defence plans.

Before you begin the actual game, though, you must create your character. This is done by selecting your sex, age, cover, occupation and family nature (secretly upon which you will be given a range of five attributes and coded personality traits which can affect the advantages or disadvantages to your character). Finally, you will see your experience with all seven grade levels.

While graphics are pretty good, PC sound is weak without any sound board support. While the soundtrack is pleasing — an upbeat, steaming beat — the gameplay is somewhat linear. Most character meetings are focused, but the meeting are worthless as most people have little useful to say.

This repetitiveness, along with the convoluted means to achieve results in a game that has a lot of real opportunities rather than successful implementation.



Amiga £24.95

DUNGEON QUEST

IMAGE TECH

The game begins with a cry of help from a friend. In fact, you only have part of the damaged letter which tells of his disappearance in an evil land full of evil things. It is, believing that you're lonely at your school, you leave your letters, abandon all threat to resolve this missing too. Makes you look like an insubstantial naive people are.

PC £24.95

AUSTERLITZ

ARC

End December 1992 — what were you doing that day, eh? Napoleon, was pretty busy. His Grand Armée faced the combined forces of the Austro-Russian army across the Danube and the River Danube.

All of the classic Napoleonic formations and tactics are implemented. Troops vary in quality, artillery have a little bit right, troops can run due to low morale and so on. Elements of the Fog of War are effectively introduced into Austerlitz with messages taking time to deliver messages if they don't get lost on the way. It is a



Amiga £29.95

FUTURE WARS

Delphine

I must admit, even *The Century Spies* has never published a more obscure Seven World (Seven) headline, however, that's exactly what Delphine is all about in the most award-winning French adventure.

The plot? The allies have lost — and lost — to defeat the Earth in open conflict so they have turned devices. You must travel back to selected time periods to stop their evil plans.

In a similar way to the Seven adventure, you must move your character around the screen, manipulating objects and solving puzzles. However, graphics and sound in *Future Wars* is far superior to *Seven*. Although, however, graphics are not the best and the sound effects are not as good as in the excellent *Image Tech*.



Dungeon Quest (DOS) actually seems very difficult, graphics, imagination, sound effects, but then things go down. It's uncanny really that DOS version is of *Quest* (Amiga) and it's advantages and its feelings. For a start, the game is totally linear and the player is very much. Only a small number of words are used in its vocabulary. In fact, DOS showed a remarkable lack of imagination it is always nice to be able to choose and manipulate objects and so on, even if they have no relevance to the game. I don't really recommend DOS to anyone. Why bother when there are plenty of other excellent adventures about?



Why there is no time to choose the level — which was a significant factor in *Napoleonic* warfare and often led to commanders ordering tactical actions due to them guessing what was going on. In addition, though, commanders only interpret orders according to their observations. No unpredictable results are built to follow.

The Battlescape system in the same as that in the *Amelia* series and the same outcomes apply. Anyone who has an affinity for this very general period of historical warfare will enjoy this game — the order system produces such a nice game image.



In a strange way, one of *Future Wars*'s biggest advantages is its length. While when you start the night mission, the first mission will appear to be the end. This means that time is not wasted going in and out and you don't have to wait for the screen to load the menu. However, this does mean the number of missions is reduced — and that input would have reduced the scope for puzzles. Although going through the menu allows eventually find the response you need. *Future Wars* is also a preview in placing your character, otherwise to might easily miss a clue. This can sometimes be very annoying.

However, on the whole, *Future Wars* can be recommended for adventure study.



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MAGNETIC MOON & STARSHIP QUEST

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In *Magnetic Moon*, you play like Colin, part of the crew of the spaceship *Starship Quest*. Your job is to try to find the ship from the outer coast, originating from an alien moon. In the process, *Starship Quest* you must find the secret of the Keys to the Universe given to you by a previous.

Both adventures represent me by the very high standards of design. In addition, there is a fairly small amount of using assigned words. The standard of the puzzles in *Starship Quest* is high, yet the plot, which reveals a constant view of human nature at a time past. The game gives you fairly good and justice to let you in case you become stuck.

The 128K version of both games extra features and messages which improve the atmosphere and improve gameplay. I thoroughly recommend both adventures and can't wait to get my hands on *The Age of Ice*, *Long's* next release.



WHAT NOW?

A mountain of letters crying for help on *Adventures*, *RPGs* and *Strategy* games has finally got the TCM team to twist my arm to get me to start a first aid tips section. Holding broken arms, and always helpful, here I go...

Manhunter: New York (PC, Amiga, ST)

Quite a few people out there appear to be having trouble finding the fourth map. You have to turn out the alarm and enter a pass like M402. This should lead you into the computer which is more than just a pretty face — yes, yes.

Wasteland (C64, PC)

A few requests have reached me asking how the hell do you get into the Savage Village? When an arrow is the password to enter the thing? Well, slow the hell down and strike a blow for freedom!

Having trouble being washed away in the rivers? Go on, you can't see me if you are, just use a rock — and the right spot along the river.

Beyond Zork (Amiga, ST, PC, C64)

Giving specific hints for this game is tough as many of the puzzles are situation or nature. However, if you find the Secret of Pagan, bring on in a light it can be used over and over again and it's great handy for getting you out of dead ends and the like. Don't forget to visit the altar for a new weapon. Oh, before you start using

Ultima IV (PC, C64, Amiga, ST)

Come across thespian? Followed her where have you, friend? Got absolutely nothing at foot 1, and that I wouldn't worry about it because I've yet to see anyone get anything positive from her. Just ignore her, everyone else does.

688 Attack Sub (PC)

Like, did you know, comrades, that in the Targem 3D version there is a Soviet Alfa class sub living quietly on the bottom to observe the exercise. Chase him off by sending straight his jets and jangling him a couple of torps.

Also, in the Russian version, where you are guiding a group of merchant ships from two surface vessels, you may be put in position as a squadron of Black Sea bomber sweep in for the kill — you can't touch the aircraft with the weapons available to you. You can engage the ships as soon as possible, though — because they are the only thing that makes the Russians, in theory, stop. It keeps their minds occupied.

Unknown objects it might be a good idea to save the game. Use what the object does, restore the status and you have the object and a fresh weapon. Fine, eh? Try to investigate the sub cutter and the lightships thoroughly before setting off anywhere else. They will drain the game with you making progress a whole lot slower.

If you get the telephone thing on it as it is the most valuable item in the game, it will enable you to buy an equally valuable item from the Electricity Read the booklet if you are having trouble with the money-grinder at Accord-by-the-Sea.

Now onto the dreaded Christmas. Two reminders: switching the light (blowing them lights and saving) destroys the Golem-Made Machine. These items are best at buy or a single goblin captured in case in you find that they feed the warhead confound a calendar. It's not as the obviously money, though.

King's Quest IV (PC, Amiga, ST)

Can't locate and the Ogri's hut, eh? Well, the point is say that this sequence is purely random. Don't keep trying. Okay, the stone can only be used five times and that it breaks. So use it with care. Don't obviously shoot or try to kill DRY ship.

Leisure Suit Larry II (PC, Amiga, ST)

Having trouble with a, er... full shirt too and R&B aspect? Ahem, well, if you managed to grab an object from the guest room — this may be of some use in the Jungle.

Ultima V (PC, ST, C64)

Remember the coordinates given by the Oracle for the Shard of Helios? The last Oracle will say it's wrong — you know what comes after this. You may have noticed that very location and found a few grains of dust but not much else. The secret is to go down. Go down to the underworld, walk south to the mountains and then head off northwest. That should put you on the right track, at least. Use a map game while you're there, to see what's around.

There's a limit, the taking home. Sometimes I wonder about Origo, I wish to see. Anyway it is important to know where he is but his conversation is of no use. Unless you're Phoenix. And you're not that tall are you.

Sentinel Worlds 1— Future Magic (PC, C64)

The Demonstration is causing all kinds of confusion. Maybe, mental agony and frustration. Sounds like a good game doesn't it? The first level has three different race configurations which are repeated throughout the level. So even if you think you're winning around in circles, you're not really. I can't tell if one room will be right before you. So the end is impossible. Get the money graph paper out. Oh, and use a long, single ruler for co-ordinates.

Bard's Tale II (PC, C64)

The 4th level of the 3rd level, four of Dagon's tower is a bit of a humdinger to find out if. Actually, it's in the dark area, in a small room where the stairs go. The stairs lead down to the 3rd level and the 4th level. I wanted to preserve the game right through the whole fun, but that's another story.



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Due to the dynamic nature of the computer market we can't guarantee that all the features mentioned will appear next month — but if anything is missed we'll replace it with something even better!

NEXT MONTH

UNCLE MEL'S TRIVIA QUIZ

- 1) What did the following games have in common on launch: RoboCop, Xenon II, Fusion, Federation of Free Traders?
- 2) What % of the British population have a home computer?
- 3) Who is schoolboy Peter Parker better known as?
- 4) CRL have launched Search by the Name. When exactly did it start?
- 5) What sci-fi weapon has been tried to hit Apsis type-22 Destroyer for the past ten years?
- 6) Unconquered (think round): Head Cereals, Minute Tapioca, It's a Rat.
- 7) One of 1984-85 years, when was Jimmy Carter elected?
- 8) How many infected AIDS information virus disks were mailed out to business addresses around the world last December, and how many were delivered in the UK?
- 9) After turning in a profit of \$284,000 12 months ago, how much was Blue Chip Systems Software bought out for, to the nearest pound?
- 10) According to Software Technology? Bruce Lee Lives: when did he die, how old was he and how tall was he?
- 11) The Commodore 64 keyboard layout was designed to be as difficult to operate as possible, why?
- 12) What's the difference between Grand Prix and Marquis?
- 13) Who were Godzilla's adversaries in the following movies: Godzilla Versus Megalon, Godzilla Versus Hellraiser, Godzilla Versus The Thing?
- 14) Coda Station claimed that their CD Games Pack contained 30 games. Why are they fibbers?
- 15) 1991 was the last year that used the same update-disk. When's the next one, and will it be new delivered?
- 16) Which of the following is not a genuine computer language: BASIC, FORTRAN, ALGOL, ALGOL-68?
- 17) Which mathematician gave his name to Algebra: Abu Waf, Al-Khawarizmi, E. Zeno?
- 18) Which item of hardware was used for the cure of Queen's latest ailment, The Mince?
- 19) Which European country boasts the fastest-growing games software market?
- 20) Why did the US Women's Association want Mighty Mouse banned from TV?

Uncle Mel's Trivia Quiz answers are easy to find. Answers to 1) 1991; 2) 1991; 3) 1991; 4) 1991; 5) 1991; 6) 1991; 7) 1991; 8) 1991; 9) 1991; 10) 1991; 11) 1991; 12) 1991; 13) 1991; 14) 1991; 15) 1991; 16) 1991; 17) 1991; 18) 1991; 19) 1991; 20) 1991.

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